

Unleashed

PRIMA® OFFICIAL GAME GUIDE



FRAC^{TURE}™

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

DAY:1:STUDIOS™



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PRIMA OFFICIAL GAME GUIDE

FRAC TURE

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Prima Games

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Introduction

HOW DID IT COME TO THIS?

By the 22nd century, global climate change was irreversible—its effects, devastating. The melting of the polar ice caps and the subsequent rise of the world's oceans threatened to drown the United States. Efforts to deform the shorelines to stem the deluge were successful. However, the Midwest was cleaved in two and became a wasteland. Our one nation was now divided—and the people on either side sought different paths. Each side has its own definitions of what it means to be human, and what it means to be American.



THE ATLANTIC ALLIANCE

The east is against major genetic modification of any kind, and instead focuses on cybernetic implants. In a monumental and divisive move, the President of the Atlantic Alliance signed into law the Defense of Humanity Act, declaring once and for all that “extensive” genetic enhancement is not human, and therefore is outlawed.

Jet Brody

Jet Brody was born in Southern Missouri in 2140. Brody's father was killed during the crisis of 2145–46, and the boy and his mother, a former mechanical engineer, travels on their heavily armored houseboat, bartering her repair skill for supplies up and down the swollen Mississippi Sea.

When Jet is nine, marauders overrun the houseboat one night, plundering its supplies and setting it on fire. Despite fighting back as best he can, Jet is tossed into the deadly currents and left for dead. Never giving up, Jet washes up on the nearby shore of the Mississippi, watching as the only home he's ever known disappears in flames. Orphaned and homeless, Jet sees firsthand how the strong can prey on the weak, and commits himself to never being weak again.

Brody heads north to the outskirts of what was once St. Louis, Missouri, and becomes the youngest member of a vigilante group that protects a small agricultural community. There, Brody proves himself to be one of the scrappiest and most innovative fighters. Excelling in explosives, his reputation as a fighter is sealed when at 12 he improvises the detonation of a grain silo, taking with it a large militia raiding party. Despite his growing notoriety, Brody's emotional wounds refuse to heal. Keeping to himself, he throws himself into the defense of the community, whose reputation for repelling attacks has become legendary. For the first time in memory, the attacks cease and life begins to settle into a predictable routine. Until one day, a mysterious new and armed force arrives, more heavily armed than Jet or his allies have ever seen. Immediately thinking the community is once again under attack, young Jet attempts to defend the community as the mysterious new army begins to surround it. Eventually a man from the “raiding party” emerges under a white flag—Roy Lawrence, a major in the Army of the federal government. Jet has never seen a man like him, nor heard words like the ones he promises: stability, security, honor. Brody chooses to lay down his arms, and the other fighters quickly follow his example.

Recognizing a boy with a good heart and no family, Lawrence brings Jet back to the East Coast and raises him as his own son. Jet, never having seen a city that wasn't in ruins (let alone experienced the luxuries of modern life such as running water, electricity, and plentiful food), is awed by his new home and lifestyle. Yet, his commitment to protecting the weak stays with him throughout his youth and at Jet's request, Lawrence enrolls him in a military preparatory school. Upon graduation, Jet immediately enlists in the Army, serving directly under his adoptive father.



Colonel Roy Lawrence

Born in Washington, D.C., 2120, Roy Lawrence hears the military call early in his life. Faking a set of security papers, he enlists in the military at age 16, quickly distinguishing himself on a mission that secured critical oil fields deep inside Texas back from a local militia. As a newly promoted platoon sergeant, he helps quell the Philadelphia uprising of '43 with minimum civilian casualties. Receiving a battlefield commission at the age of 30, Lawrence is given the command of a large expeditionary force with a daunting mission: head into the wasteland of the Midwest, restore order, and reclaim "The Gateway to the West." Lawrence is the right man for the job, a Mustang—an officer culled from the ranks of the enlisted. While he's seen the bad things that can happen in war, he hasn't lost his sense of humor.

Lawrence personally leads the northern flank in 2153. Already several years into the campaign, he and his forces finally reach St. Louis. Battered and bruised from fighting with countless militias and gangs unwilling to give up their regional power, Lawrence and his men attempt to secure an agricultural compound on the outskirts of the city, only to find themselves outmatched and pinned down by a level of guerilla resistance they've never encountered before.

Lawrence calls in for support troops to surround the area, hunkers down, and waits for a reply. No one is more surprised than Lawrence when a 13-year-old boy calmly emerges from the smoking debris, holding a battered federal-issue assault rifle and a remote trigger for explosives placed all around the compound, which Lawrence and his men have inadvertently taken position directly over. Hastily, a truce is declared as Lawrence convinces the boy that the federal government is there to protect his community, in fact, all of the communities in the area. The attacks will stop and lives can finally be lived like they were in the past, as the eastern forces and their recovery contractors restore the technological infrastructure lost during the calamity. The boy surrenders and his comrades follow suit.

Unmarried and childless, Major Lawrence takes the young boy, Jet Brody, back to the East Coast with him, eventually enrolling him in a military prep school at the boy's request. Upon graduation, Brody enlists, serving under his adoptive father, who has been newly promoted to the rank of colonel.

For a time, Lawrence hopes that his son will get to enjoy a world of peace and prosperity. Reconstruction of the Midwest is now in full swing. Uprisings and revolts have been quelled across the plains and law and order are restored. But soon Lawrence realizes there is an even bigger threat looming ahead—one that is even worse than the hurricanes, floods, and earthquakes the world has become familiar with. What he fears is a man-made disaster, conceived and carried out by a former colleague and fellow General who was demoted by Marcus Kelly and has now become a powerful influence on the western policy-makers and their genetically-enhanced constituents.



THE REPUBLIC OF PACIFICA

In response to the Defense of Humanity Act, the people of the Republic of Pacifica, under the leadership of General Sheridan, secede from the “United” States. They stand firm in their belief that genetic modification makes humans not only stronger, but better. They have been secretly preparing for war from their new capital in San Francisco, calling for the end of their perceived oppression by the east, and standing beneath a banner of progress.

General Nathan Sheridan

Born in Albany, New York, 2100, Nathan Sheridan grew up in the heart of the United States military tradition. Receiving appointments to both Annapolis and West Point, Sheridan chooses to follow in his family's footsteps and go Army.

Graduating at the top of his class, like the famed generals MacArthur and Lee of the past, Sheridan is commissioned as a second lieutenant and is assigned to the Pentagon to help coordinate domestic operations. Sheridan soon marries and is well on his way to following the road map of a distinguished officer and family man. With the arrival of twin daughters, Sheridan's future looks bright, but tragedy strikes at home. His infant daughters are diagnosed with a rare genetic disorder—a one in 10 million chance mix of genes from their parents. Even in the 22nd century, there are illnesses that can't be cured ... at least by conventionally accepted means. Realizing that a cure for his daughters will never be found on the East Coast, Sheridan resigns his commission and moves his family to the West Coast, where the federal ban on genetic research is ignored. There he makes use of the best geneticists he can find. It is a race literally against time, but ends up being a futile one: his daughters die within days of each other. Six weeks later, a cure is found.

Shell-shocked, Sheridan joins the California State Militia and never looks back, not noticing when his personal life begins to fall into ruin, and not even when his wife leaves him. Sheridan rises quickly through the military ranks, restoring order in the west after the crisis of 2145–46, and impressing Western politicians with his impassioned pleas for investing heavily in genetic research and development and using that research to build a defensive fighting force unlike any other in the world. While the Midwest is in chaos, and the East tries to keep itself from falling apart, the western states thrive under the fervor of genetic research and biotechnology, largely due to Sheridan's fanatical influence. By 2150, the Pacifican Army is equipping its soldiers with genetically engineered symbiotic armor and other modifications that enable the “Combined Western Militia” to run faster, jump higher, and go days without food and water. But while the federal government gets a handle on reconstruction in the Midwest, a political movement slowly gets underway with the goal of repealing the emergency States Rights Act and returning to a pre-disaster Union.

For years the east and west have grown extremely suspicious of each other, but have somehow managed to hold together a tenuous diplomatic relationship. All this changes, however, when the east begins to pass legislation effectively revoking the rights of genetically modified citizens. Sheridan convinces the Pacifican states that the law is a direct affront to not only their way of life, but also the freedom of all genetically enhanced people in the world. His pleas do not fall on deaf ears and the Pacifican politicians in Congress leave Washington and immediately set out in declaring their sovereignty. Faced with a rift that can tear the entire country apart, the Atlantic Alliance threatens war ... and Nathan Sheridan promises to lead Pacifica to victory.



Mariko Tokuyama

Mariko arrives in Northern California at the age of five, accompanying her parents from Japan. A gifted and bright youngster, her playground was her parents' workplace, Roken Labs. A Japanese genetic-pharmaceutical conglomerate, Roken Labs provides Mariko with inspiration to follow her keen interests in science.

One of the earliest evolutionary "improvements" gifted to many children of the Pacifican bloc is a rudimentary subsonic communication ability. However, on a trip to the national zoo in Washington D.C., Mariko discovers her abilities are far more advanced and that she is actually able to affect the animals at the zoo. Her uncle, a trainer for specimens on loan from the Tokyo zoo, notices the anomaly and works with the terrified Mariko, teaching her to control and refine her unique ability.

With the permission of her parents, Mariko spends summers with her uncle, intensifying her growing passion for animals and the engaging scientific field of subsonic communication.



TIMELINE

2009



Embryonix, a privately funded research institution located in Northern California, announces a successful implantation of tissue derived from stem cells to counteract ALS (Lou Gehrig's Disease) in a human test subject.

2019

The Arctic ice cap completely melts, raising sea level by two inches worldwide. Coastal cities undertake massive engineering programs to save or reclaim land lost to the rising water table. As a result, scientists studying the shifting of the Earth's surface pioneer the early prototype of "tectonics," or tools that serve to literally raise terrain, in order to safeguard the new coastal areas.

2025

Engineers working on the expansion of the Panama Canal develop human chip implant technology for human-machine integration. Cerebral cortex chip implants allow for instant interfacing between machine and operator. Communication and decision making are transmitted almost as quickly as the brain can compute. Engineers can see what is going on through the operator's eyes. Machine sensory equipment feeds and is fed live information in real-time from engineer and operator. The innovation speeds completion of the canal. Construction finishes nearly a year ahead of schedule.

2050

Despite a United Nations ban, Embryonix announces the first successful human cloning experiment. Claiming corporate privacy rights under existing intellectual property laws, Embryonix does not reveal the clone's identity, frustrating international scientists seeking proof and research access.





2059



Cybernetic prosthetics development expands as huge leaps are made in tissue-cyber grafting techniques and artificial neural regeneration. New technology allows prosthetic devices to be "welded" to human tissue with full neural interface under conscious control.

2078

Cyber-prosthetic technology continues to advance, as nanites enable unprecedented interfacing between the organic and the cybernetic, making the first generation of brain-operated prosthetic limbs possible. Such limbs are as nimble and flexible as the original limbs they replace. More importantly, the noninvasive "nano" procedure cuts patient recovery time in half and body tissue rejection rates evaporate.

2085

In response to scattered skepticism of genetics research, a consortium of western states creates the Genetically Enhanced Bill of Rights. The document protects the rights of genetically enhanced humans while also stipulating that no genetic modification may be used for the detriment of humankind. It comes to be known as the "Pacifica Doctrine."

2090

Hundreds of thousands die when a massive earthquake hits the West Coast of the United States. The event radically rearranges the geography of the entire land mass west of the San Andreas Fault. Los Angeles is particularly hard-hit as the city becomes an island off the coast of California. Palm Springs is now a beach town on the coast of California. San Francisco is especially hard-hit when mountains are instantly created at the mouth of San Francisco Bay. In short order, the event leaves only a salt lake that quickly drains to become the San Francisco Basin.

2110-11



Efforts on the part of the U.S. government to create the world's first genetically enhanced human ("GEH") result in horrific failure and prompts the entire eastern region to outlaw gentech.

2114

The collapse of the global oil economy leads to widespread unrest in the Middle East. Ultimately, unrest explodes in open warfare. Tragically, the first nuclear device since Nagasaki is deployed over Tel Aviv, followed by Damascus, Riyadh, and Tehran. Two weeks later, when the fighting is over, the dead number in the millions, spurring installation of the first large-scale defensive shields around most major cities of the world.

2119

By 2119, the economy of the western states is driven by genetics, while the eastern states rely upon more traditional forms of technology. This divide is furthered and encouraged by corporate interests in the two regions. Corporations in the western states use their financial and political influence to demonize traditional technologies as old fashioned and inefficient, while lobbyists on the East Coast discourage genetics by painting it as unpredictable and against the laws of nature.

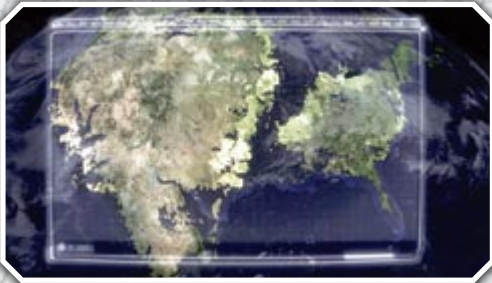
2145

A catastrophic failure of several generators that make up the Polar Reclamation System, combined with climatological shifts, cause the Mississippi River to crest, while simultaneously a massive earthquake along the famed New Madrid fault line lays waste to hundreds of miles on both sides of the river, creating a version of post-Katrina New Orleans. The federal government races to aide the ravaged area. However, a constant spate of tornadoes frustrates recovery efforts. The undertaking strains the federal budget to the breaking point. The western and eastern states—split by the devastation—are left to fend for themselves.





2145-46



As the world rushes to repair the PRS (Polar Reclamation System), parts of the globe are devastated by ecological disaster. France and Thailand are virtually buried by water; centuries-old conflicts in the United Kingdom are resurrected when flooding redraws boundaries between Britain and Scotland; tornadoes destroy all of Germany.

2148

San Francisco, historically a center and haven for radical and counterculture movements, becomes the "genetically enhanced human" capital of the world. It is considered a critical mass moment in the genetically enhanced timeline. San Francisco becomes a mecca for genetically enhanced humans around the world.

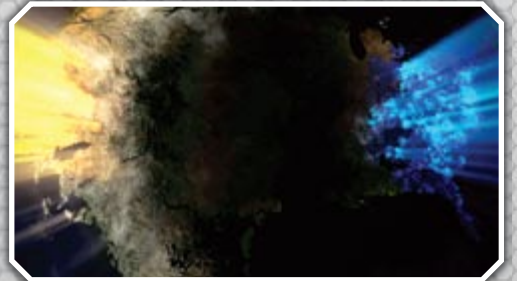
2152

Doctors at Johns Hopkins, in coordination with scientists from the government, develop the first artificial myoelectric titanium spine, which eliminates all forms of paralysis and crippling spine diseases. The first artificial spine transplant is performed and the operation ushers in a new age of the integration of cybernetic augmentation. Government lobbyists hail the breakthrough as a "truly ethical advancement in the science of humanity."

2161

The Defense of Humanity Act becomes law, declaring a human being as less than 10 percent genetically modified. Considered by many to be "Dred Scott, Version 2," the new law provides that genetically enhanced humans do not have, nor shall they ever be granted, the rights of a U.S. citizen. Moreover, the law provides that genetically enhanced humans born outside the U.S. but now residing within its borders are U.S. property. As a result, the western states of the U.S. form a confederacy known as Pacifica. On March 6, 2161, Pacifica secedes from the United States. They take control of federal forts and property within their boundaries with little resistance.

2161



The Civil War begins when Atlantic Alliance forces, in a covert action, attack Pacifican facilities in the now dried-out Bay of San Francisco. Long considered a skunk works for genetic enhancement-based military development, San Francisco harbors an even greater force than ever imagined by either the east or west.

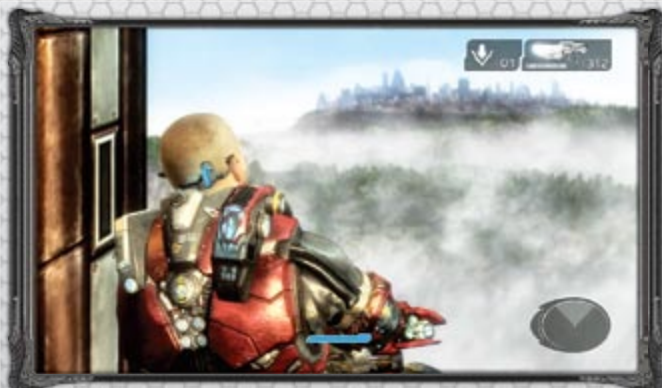
Armament

Skill with tools is the craftsman's livelihood. Skill with weapons is the soldier's life! There's no time to "figure it out" while under fire; you're either effective, or you're dead. Consider this chapter your crash course on the weaponry and augmentation in *Fracture*. Rest assured, your knowledge and ability *will* be tested.

ARMOR AND AUGMENTATIONS

The Alliance favors cybernetic augmentation that can be remotely uploaded to your suit as the situation dictates. These are nonconventional enhancements that will greatly assist you in the field.

OVERBODY SHIELD



The Overbody Shield meter at full capacity.



The Overbody Shield meter displaying total shield failure. Seek cover immediately!

Your Overbody Shield absorbs incoming fire before it reaches you, however, its power is finite. Heavier weapons and explosives deplete it faster, but successive or simultaneous hits from even the weakest sidearm will quickly erode its effectiveness. When the shield fails, consider yourself naked. Direct hits when your shield is down are lethal. Fortunately, the Overbody Shield regenerates whenever you are out of harm's way, so build or seek cover and let it repair itself before you venture back into the fray.

At two points during the single-player campaign, Col. Lawrence upgrades your Overbody Shield—allowing it to take more damage before it is depleted. Be aware that thereafter it takes longer to regenerate as well.



ENTRENCHER



Your suit is equipped with a terrain deformation unit called an Entrencher. The Entrencher allows you to raise or lower terrain whenever the need arises. Tectonic (raise) the terrain to create cover, or to reach elevated walkways, platforms, and objects. Subsonic (lower) terrain to create a foxhole or to unblock a passageway or tunnel.

TIP

In close quarters, raise the terrain directly beneath your enemies to crush them against the ceiling.



Raising the terrain allows you to scale this high wall.



Lowering the terrain allows you to pass beneath this gate.

At two points during the single-player campaign, Col. Lawrence augments your Entrencher, bestowing new abilities. The Entrencher Jump significantly increases the height of your jump, allowing you to quickly reach high places or leap out of hairy situations.

The Entrencher Stomp augmentation lets you slam the ground and send a powerful shock wave in all directions. Any enemy caught within the shock wave's radius is damaged, forced backward, or destroyed.



The Entrencher Jump allows you to reach this previously inaccessible Data Cell.



The Entrencher Stomp is perfect for ridding the world of annoying Creepers.

MELEE

Melee attacking is the last round of defense against enemy personnel who crowd your personal space. It is very effective against the lightly armored Dagoon, but think twice before swatting at anything larger.



The ALM-37 Deep Freeze/melee combo is arguably the best one-two combo in the game. Use it to destroy Dagoons and Shermans alike. Rest in Pieces!

Your strength is augmented twice during the single-player campaign, granting more power to your strikes. The second augmentation also gives you the ability to lunge, allowing you to close distance with your target more quickly. Once you're augmented, Raptors and other medium-armored foes are fair game for your blows. However, when playing amateur pugilist, it's always a safer bet to soften up enemies with a little gunfire first.

WEAPONS

The tools of the trade. Successful weapons training means more than just attaining familiarity with your weapons, it means knowing the strengths and weakness of each rifle, sub-machinegun, and rocket launcher, and it means instantly recognizing the right weapon for every situation.

You are able to carry only two weapons at a time, so you must be knowledgeable in your selection or risk bringing a shotgun to a sniper duel. Make sure you are always carrying a versatile weapon like the Pacifican SMG or the Alliance Bulldog. They are effective at short- to-medium range and have large ammo capacities for prolonged battles. Once you become skilled at using it, the Raptor Rifle is another good primary weapon. Your secondary weapon should fit the environment. Pick up the Invader Shotgun for close-quarters combat, or the Black Widow for large-scale destruction on an open battlefield. The choice is yours, but get caught carrying a Bangalore and an ST-4 in a face-to-face battle and it's game over, man!



ALM-37 DEEP FREEZE

The ALM-37 Deep Freeze has two functions. First, it can freeze enemies in their tracks for a short period of time. This freezing deals no damage, but it does render the frozen foes ineffective for combat. Additionally, it makes them extremely susceptible to further damage.

The ALM-37 can also be used to freeze terrain, making it temporarily nondeformable. Use it to cross impassible rivers or to make your cover briefly resistant to the enemies' terrain-deformation weapons.



Follow up a Deep Freeze round with a melee attack; one swing dispatches even the most heavily armored foes. However, you must follow it up with a clever action quip like "Freeze," "Chill out," or "Stay Cool."



Raising and then freezing the terrain beneath this river of toxic sludge will slow the liquid's corrosive effects, giving you more time to cross it.

BANGALORE ROCKET LAUNCHER

Shot for shot, the Bangalore Rocket Launcher is the most powerful weapon in the game. It is the weapon of choice against enemy aircraft, structures, and heavily armored enemy personnel. However, its long reload time and small clip can leave you vulnerable to return fire. It's best used as a secondary, fire-and-forget weapon.



The Bangalore is perfect for dropping Pacifican Typhoon Dropships.



Against Hydras, fight Bangalore fire with Bangalore fire. What comes down, won't get up!

IFR-19 CATAPULT RIFLE



The IFR-19 fires explosive, precision-detonated rounds that ricochet off solid surfaces. When the projectile reaches an enemy, remotely detonate it to ensure a direct hit.



Bounce the bullet off the ceiling and detonate it behind the sandbags. It's like playing pool with an explosive cue ball.

INVADER SHOTGUN



The Invader shotgun is the best close-range weapon in the game. It deals tremendous damage and is capable of killing light- to medium-armored soldiers with a single point-blank shot. In close quarters, it quickly becomes your best friend, but out in the open, ditch it for a more versatile primary weapon.



Aim for the head!



LODESTONE RIFLE

The Lodestone rifle fires highly magnetized rounds that pull nearby objects toward the point of impact. The Pacificans developed it to corral Creepers, but you'll need to be a bit more creative to employ it effectively. Like the ALM-37, the Lodestone Rifle doesn't deal direct damage. Enemies and objects caught within its grasp may damage one another, but at the very least they are pulled from cover, allowing you to then target them with your primary weapon. Other uses will become clear as you play through the single-player campaign.



Fire a round into lava or XP-61 and watch the Pacificans get pulled in.



The Lodestone/grenade combo is as deadly as it is fun. Fire a Lodestone round and then quickly throw a grenade at the eye of the storm. Enemies will be unable to escape the explosion.

MOLE MINE LAUNCHER

The Mole Mine Launcher fires explosive projectiles that burrow just beneath the surface. The mines activate and move toward any nearby movement, detonating as they do so.



The mines also detonate upon striking an enemy.



Target the ground just beyond the fallen debris and let the Mole Mine do the rest.

PACIFICAN RAPTOR RIFLE

The Raptor Rifle is an extremely versatile weapon, good for use at any range. Fire it from the hip at close or medium range, or use the scope for long-range encounters. It has a 15-round clip—more than enough to take down several Pacificans before reloading. This weapon should be a staple in your arsenal.



The scope is perfect for taking out distant targets.



It's your best bet when accuracy is a necessity.

PACIFICAN RHINO



The Rhino is an interesting but limited weapon. It fires a ground-based, energy-infused boulder capable of destroying any person it contacts. If you must, fire it and then drop it for a more reliable and accurate weapon.

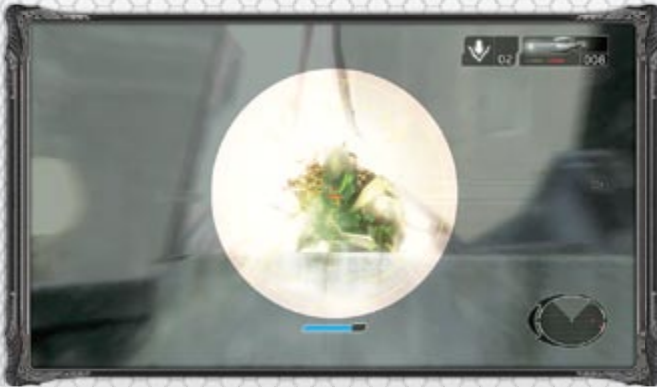


Rock 'n' roll!



PACIFICAN SCORPION SNIPER RIFLE

The Scorpion is a powerful long-range weapon. It fires high-caliber rounds that inflict heavy damage. One or two rounds is all it takes to drop most enemies. The drawback is the rifle's small clip and long reload time. Find an elevated vantage point with good visibility and go to work. Zoom in, aim for the head, and make every shot count. Once its ammo reserve is expended, discard it and pick up a more adaptable weapon.



Enemies can't hide from the Scorpion's powerful scope.



I bet that stings!

ST-4 TORPEDO LAUNCHER



The ST-4 is an incredibly fun and useful weapon. It fires remotely detonated, subterranean torpedoes

capable of travelling underneath structures. It's just what the doctor ordered for surgically extracting enemies from behind cover. Your motion tracker even tracks the torpedoes' movement so you know exactly when to detonate them. The only drawback is that the torpedoes only burrow under terrain, however, they do bounce off of man-made surfaces making them somewhat effective indoors.



You can run, but you can't hide.

UD-M1 BULLDOG RIFLE



The Alliance standard-issue Bulldog is effective in short- and medium-range combat. Its

large clip and high rate of fire make it an excellent default weapon. Fire short bursts, though, as the strong recoil quickly decreases the weapon's accuracy.



Use this when you absolutely, positively must kill everyone in the room.

UG-V BLACK WIDOW

The Black Widow fires up to six remotely detonated “sticky” grenades. Want to cry havoc and let slip the dogs of war? Well then, this is your weapon. Detonate one at a time for precision bombing or empty the clip and detonate the whole lot of ‘em at once; either way, the Black Widow is the quickest way to clear a battlefield. And like ST-4 rounds, the grenades from the UG-V show up on your motion tracker, allowing you to adjust your aim on the fly!



Let the bodies hit the floor.



Apocalypse NOW!

PACIFICAN SMG (SUB-MACHINEGUN)



The Pacifican SMG is the standard-issue Republic assault rifle. Similar to the Alliance Bulldog, it too is

a rapid-fire, short- to medium-range weapon. After field testing, it appears that the Pacifican SMG sacrifices damage for improved accuracy, when compared to the Bulldog. The difference is slight, however, so we leave the choice with you. Regardless, one of these standard-issue weapons should be your bread and butter.



Ammo is plentiful for the SMG, so don't be stingy when giving it back.



TDV-1

The TDV-1 isn't handheld, but it is a weapon. Drive over, through, or underneath Pacifican resistance, and when it comes to a firefight, use the vehicle's remotely detonated torpedoes while the auto-turret ventilates its targets one by one. And feel free to hop into the passenger seat and operate the turret yourself.



Use torpedoes to take out structures and enemy personnel.



Grind down the terrain to create a ramp, to climb steep and slippery slopes, or to travel beneath structures.



Use the boost to jump over ravines or escape from dangerous situations.



GRENADES

Grenades in *Fracture* serve multiple purposes, some more important than just blowing stuff up. In fact, effective use of each type is essential not only to your survival, but to the collection of every Data Cell and the completion of certain Achievements (if you're playing the XBOX 360 version).

SPIKE GRENADES



Spike grenades are the only grenades that don't cause direct damage to enemies.

They are used

mainly for terrain deformation purposes. After you throw a Spike grenade, a pillar of molten earth rises from the ground. The upward thrusting pillar can be used to raise an object or it can be ridden to access previously unreachable areas.



Ride the spike to grab this hard-to-reach Data Cell.



Use the spike to create a makeshift ramp.



It's tricky, but you can defeat an enemy by crushing him against the ceiling.

NOTE

Spike grenades only work on terrain and they never explode, even when tossed onto man-made surfaces.

RMBO 1 SUBSONIC GRENADES



Explosions from Subsonic grenades deform the terrain by leaving a large crater. The

effect is similar to lowering the terrain with your Entrencher.

NOTE

Unlike Spike grenades, Subsonic grenades will explode when thrown onto man-made surfaces. However, they will only deform natural terrain.



In addition to sustaining damage from the grenade's explosion, these Pacificans are also deprived of their cover.

ER23 TECTONIC GRENADES



Explosions from Tectonic grenades raise the terrain within the blast radius. The effect is

similar to using the Entrencher to raise the ground.

NOTE

Tectonic grenades will still explode on man-made surfaces, they just lose their terrain-deformation ability.



Tectonic grenades can be used to simultaneously injure enemies and provide cover.

VORTEX NP 32 GRENADES



The Vortex grenade is a rare, extremely deadly grenade. It is named for the powerful vortex it creates

that attracts nearby objects and people, spinning them around until a powerful explosion eradicates all but the most heavily armored personnel. You can only carry one at a time, so use it wisely.



It's a twister, it's a twister!

CAUTION

Don't get caught near the Vortex grenade blast or you'll be pulled in too!

Republic of Pacifica Forces

Sheridan's war machine is well-oiled and prepared. His genetically augmented super-soldiers are more than a match for the Atlantic Alliance Infantry and Spec-Ops sent in to depose him. Fortunately, Col. Lawrence has an ace up his cybernetically enhanced sleeve. So gear up, read up, and be prepared to lay all of your cards on the table, lest the Pacifican house prevail.

DRAGOON



The Dragoon is the Republic of Pacifica's light-armored advance guard.Dragoons carry the Pacifican SMG, a short- to medium-range sub-machinegun similar to the Alliance UD-M1 Bulldog Rifle. Due to the SMG's inaccuracy at long-range and the Dragoons' relatively light armor, they prefer to take cover a short distance from the enemy. Dragoons are susceptible to small weapons fire and even to Jet's melee attack.



RAPTOR



The Raptor is a medium-armored, ranged fighter. Raptors carry the Pacifican "Raptor" Rifle, a powerful and highly accurate long-range weapon. The Raptor's scope allows the soldier to seek cover and engage its adversaries from a distance and its shells tear through Overbody Shields with ease. Don't get caught in the open when confronting multiple Raptors and always target them first when they appear with Dragoons. Using a melee attack on a Raptor is effective after you receive your first strength augmentation, but until then, soften it up with gunfire before you resort to fisticuffs.



INVADER

The Invader is a heavily armored, short-range fighter. Armed with the Invader Shotgun, they are absolutely devastating at close range. Engage Invaders from a distance and put them down quickly. Aim for the green visor on their head as their body armor repels bullets. Fortunately, they are slow-moving adversaries, so if they overrun your position, quickly retreat and reengage from a safer distance. It'll take heavy weaponry to defeat the Invader, so ditch your Bulldog and Pacifican SMG for something with greater punch. A Raptor Rifle or Black Widow makes a good choice. When fighting a mixed Pacifican force, make the Invader your priority only when it gets in close. Until then, focus on Shermans, Raptors, and other long-range fighters.



SHERMAN

The Sherman is a heavily armored, long-range soldier. Shermans fire highly toxic, explosive orbs that cause extreme damage to any personnel caught in the splash. Their armor is extremely thick, but unlike the Invader, it is susceptible to all forms of weapon fire. When defeated, Shermans explode damaging any nearby forces, including you! Because of the high damage they can deal from any distance, it is imperative that you make them a priority on the battlefield. Turn your attention elsewhere at your peril.

TIP

Use the ALM-37 to freeze heavily armored foes like Invaders and Shermans, and then follow up with a melee attack.



HYDRA



The Hydra is Sheridan's elite soldier. It is bred for agility and strength and is thus capable of jumping extreme distances. The Hydra carries the Bangalore Rocket Launcher, a slow-firing but destructive weapon. Hydras don't remain earthbound for long, preferring instead the open air. Take note of their trajectory and target their landing zone. Equip your heaviest weapon, preferably one with explosive projectiles, and time your shot to connect with the Hydra as it lands. A direct hit from a Bangalore will suffice, but weaker weapons require more patience. When engaging a Hydra, it's easier to dodge the Bangalore rounds while out in the open. Don't be caught in front of a wall or other

structure, as rockets that strike nearby deal damage in a wide radius. When facing a mixed force, Hydras are always your number one target. Finish them before moving on to Shermans or Cheetahs.



SPIKE HYDRA



The Spike Hydra is a Hydra variant that draws power from the spike upon which it stands. Immediately after entering a battlefield, the Spike Hydra raises multiple spikes from the ground. It then leaps from spike to spike, firing rockets in mid-air. To damage the Spike Hydra, you must first destroy the spike beneath it. Doing so topples the soldier to the ground where it is vulnerable to your weapons. Be quick in dispatching the agile enemy or it will hop on top of another spike.

TIP

Use a Lodestone Rifle to pull the Pacifican from his perch.



CHEETAH

Sheridan bred the Cheetah for its extreme speed, and the breed delivers. Cheetahs are so fast that to the naked eye they appear to teleport from place to place. Fortunately, your motion tracker can track their movements. Seek cover and focus on your motion tracker. When a Cheetah appears nearby, break from cover and target the fleet-footed foe. You have to be extremely fast and accurate with your shots or the bullets will connect only with the place where they used to be. The Cheetahs are armed with Pacifican SMGs, but beware: they are far more adept at using them than their Dragoon brothers. Don't be caught in the open when facing more than one or your shield will disappear faster than the Cheetahs can.



TIP

Use a Lodestone Rifle to pull them in front of you, then quickly switch weapons and let 'em have it!



CREEPER

The Creeper is the only enemy you'll face that has no resemblance to humankind. It has no loyalty to either side but is used by Sheridan as a sort of insectoid guard dog. Creepers are subterranean dwellers that break the surface only when they are directly beneath their prey. This makes them nearly impossible to target with conventional weapons. Keep an eye on your motion tracker and when Creepers appear nearby, perform an Entrencher Stomp to hurt or destroy the underground pests.

NOTE

Using the Entrencher to lower the terrain will expose and stun Creepers, allowing you to target them with your equipped weapon.



BOLLA



The Bolla is the toughest enemy you'll face in your war against the Republic. These brutes are big and deadly and they don't go down easily. They have only three weak spots—the bright green areas on its spine, abdomen, and face. To defeat the Bolla, you must repeatedly strike each spot until it turns from green to red. Once all three spots have turned red, the beast falls.

NOTE

The walkthrough contains more detailed strategy on defeating the Bolla.



DRAGON'S BREATH



Although not an enemy per se, the manned Dragon's Breath turret will surely become a high-caliber thorn in your side. It is extremely accurate at both long and short range, so raise the terrain to absorb its bullets. The turret is not automatic, so use the Raptor Rifle's scope to target the operator's head and render the turret's weapon useless. A well-placed grenade or explosive projectile will also do the job.



TYPHOON DROPSHIP

The Pacifican Typhoon Dropship is an armored personnel carrier capable of hovering in place while laying down suppressing fire from an interior, manned turret. It takes several hits from a Bangalore Rocket Launcher to destroy the dropship, so build high cover and expose yourself only long enough to aim and fire your weapon.

TIP

If you're steady-of-hand and prefer precision to brute force, target the gunner and deliver a head shot to force the Dropship to retreat.



Act 1

Alcatraz

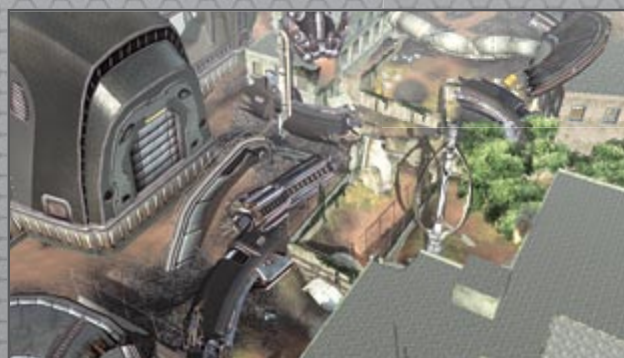
A Pacifican freighter has been shot down on Alcatraz Island, just west of the Pacifican capital of San Francisco. In the hopes of finding a clue to Sheridan's game plan, the Atlantic Alliance sends in a recovery team led by Jet Brody. Your primary objective is investigation, but expect and be prepared for a confrontation.

New Weapons: Bulldog, Subsonic grenade, Tectonic grenade, Bangalore, Black Widow, Spike grenade, Scorpion, ST-4, Pacifican machinegun

Data Cells: 8

Augmentation(s) Granted: Entrencher

Enemies Encountered: Dragoon



After a short rundown of your head-up display, the transport ship lands near the crash site. You disembark, but before you can move toward your objective, you must get acquainted with a new augmentation.

ENTRENCHER

The Entrencher augmentation allows you to raise or lower a patch of ground. Use it to create cover or to enable movement above or beneath obstacles.

BULLDOG



The Bulldog is the Alliance standard-issue machinegun. It's most effective at close range when fired in short bursts.



Turn right and place your targeting reticle over the patch of ground tagged by a blue tectonic marker and raise the terrain. Now turn left and target the area denoted by an orange subsonic marker and lower the terrain.



According to your heads-up display, the downed freighter is about 130 feet ahead. Move forward and follow the on-screen prompts to successfully navigate the obstacles. After hopping over a low wall, you reach a tunnel entrance partially blocked by a mound of dirt. Use your Entrencher to lower the earth and clear your path. Hustle through the pipe to what seems like another dead end. The exterior of the wall has been destroyed, but the bars that reinforce it have not. Use your Entrencher to lower the terrain, giving you enough space to make your way through.



What goes down can also go up. Raise the terrain in front of this wall to provide a easy way up and over. Repeat the tectonic terrain deformation to scale the destroyed pipe and you'll have reached your destination.



The freighter's debris litters the clearing; it's time to investigate the pieces and find out Sheridan's intentions. Colonel Lawrence informs you that several weapon crates are scattered about the area. The first rests next to a dead Pacifican soldier just above and to the left of your present location. Raise the ground to reach it. The crate contains Subsonic grenades.

SUBSONIC GRENADES



Subsonic grenades cause explosive damage and leave a crater in their wake. Use them to lower terrain, damage enemies, create a foxhole, or remove enemy cover.



Colonel Lawrence marks two containers on your motion tracker, both within throwing distance. Target each from your present location and throw a grenade. After both bundles are destroyed, Lawrence marks the location of a third container. It rests nearby, within the ruins of a two-story building.



Hop down from the ledge and run toward the waypoint marked on your map. Once there, look up and

throw a grenade through the broken window. The walls explode, leaving the floor of the second story intact. Use your Entrencher to raise the terrain and reach the container; it holds another Pacifican weapon, the Bangalore rocket launcher.

BANGALORE



The Bangalore is an extremely powerful rocket launcher capable of taking down heavily armored targets and objects.



Move through the ruins and target the shed that sits about 40 feet away. Fire a rocket to make the shed explode, sending splinters and metal fragments flying. Not impressive enough to

satisfy Brody; Col. Lawrence orders the adjacent water tower to be destroyed. Target the support structure and let slip another rocket. The struts buckle from the impact and the entire structure comes crashing to the ground. Satellite imaging picks up another container in the rubble. Leap from the building and investigate. Inside the reservoir is a prototype Alliance weapon, the Black Widow.

BLACK WIDOW



The Black Widow is a grenade launcher that fires up to six manually-detonated, "sticky" grenades. The grenades adhere to any surface, including armor, so they are perfect at taking out any type of Pacifican soldier.



Swap the Bangalore for the Black Widow. Exit the water tower reservoir the way you entered and turn around to face your next objective. You must destroy the support beams of the elevated landing pad. Move within range and target the first beam with the Black Widow. Fire a sticky grenade but do not detonate it yet. Instead, target the next pillar and launch a second grenade. Now, detonate the grenades to destroy both supports and bring down the landing pad.



A container carrying Spike grenades topples to the ground. Grab them by moving near the container and equipping them. The second story of a nearby building is the next destination. However, the Entrencher



won't raise the terrain high enough to allow access. Look for the red Spike grenade indicator and toss a Spike grenade underneath the lip of the horizontal grate. A pillar of molten earth rises from the ground and raises the end of the grate high into the air. Ascend the makeshift ramp and hop into the burned-out building. Turn to the right and face the wall. Equip the Subsonic grenades and throw one through the large crack in the crumbling wall. The resulting explosion brings down the wall and reveals a hidden room that contains a Scorpion sniper rifle.

NOTE

Tectonic and Subsonic grenades will explode after landing on any man-made material. However, Spike grenades will not.

SCORPION



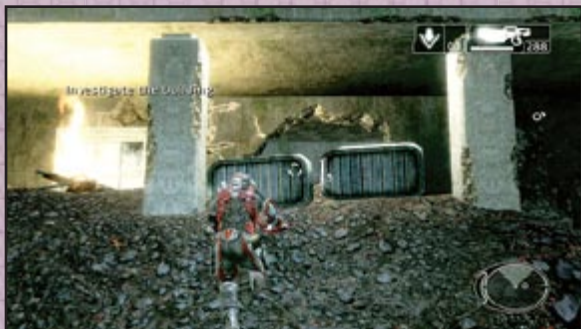
The Scorpion sniper rifle is a highly-accurate, armor-piercing weapon that comes equipped with a powerful scope. It has a two-round magazine so it's best utilized as a secondary weapon.



Equip the Scorpion and move to the edge of the ruined floor to target the scramblers on the towers high

above your current position. Move the targeting reticle over the first scrambler and zoom in. Hit the flammable red barrel and the first scrambler is history. Zoom out and repeat the process to bring down the second scrambler. The coast is now clear for reinforcements to land. Lawrence awaits your arrival at the landing zone, but there are several more goodies to discover before the reunion.

DATA CELL



Jump from the building and head to the area just past the Subsonic grenade container, near the first set of crates you destroyed. Use the Entrencher to subsonic (lower) the terrain in front of the building to reveal a hidden Data Cell.

DATA CELL



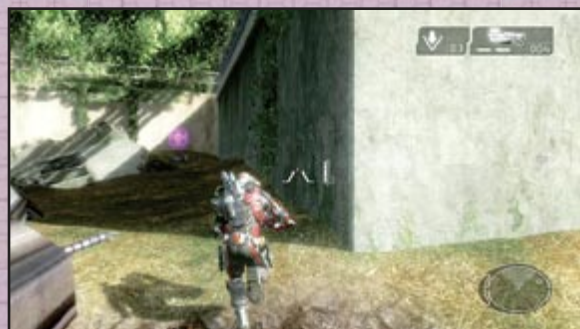
A second Data Cell and another weapon container are hidden on the same side of the courtyard, across from the destroyed shed. Run around the corner until you come to a partially closed door. Use your Entrencher to lower the terrain and then sneak beneath the door. Grab the Data Cell and then equip the ST-4.

ST-4



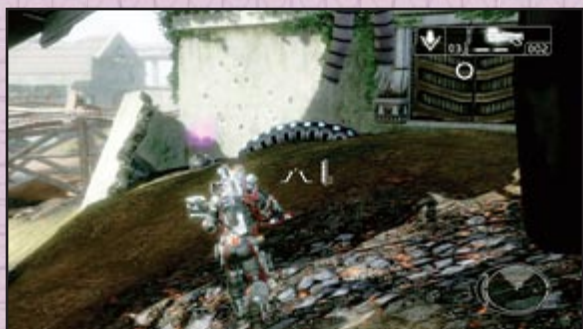
The ST-4 fires a manually detonated, subterranean rocket capable of moving beneath surface objects—perfect for taking out Pacifican soldiers behind cover.

DATA CELL



Exit the garage and head straight toward the other end of the clearing. A third Data Cell sits just past a destroyed landing platform.

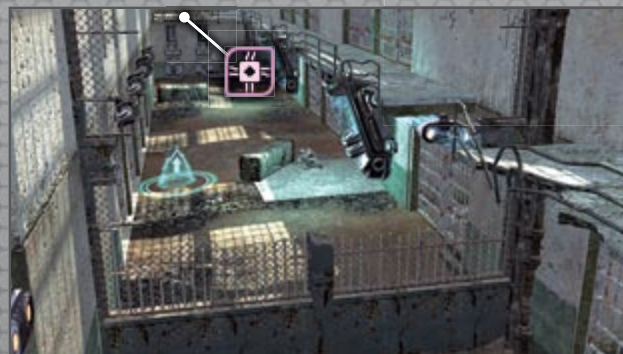
DATA CELL

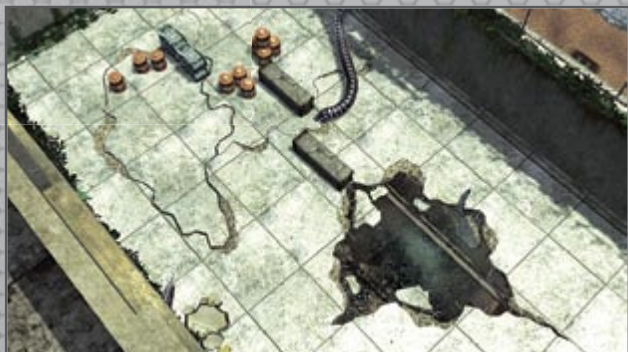


The last Data Cell rests in plain site just to the left of the entrance to the landing zone.



Once you've familiarized yourself with the controls and grabbed the four hidden Data Cells, complete your objective by ducking into the reinforced doorway marked on your motion tracker.







The meeting between Colonel Lawrence and General Sheridan ends in gunfire and Sheridan escapes into the bowels of Alcatraz prison. The Atlantic attack order is issued and a full-scale war begins. It falls to you to find and take down the separatist general. You drop into a narrow corridor lined with holding cells. Pacifican Dragoons raise the ground to create cover and then begin firing their machineguns. Your shield augmentation can take several direct hits, but be quick to take them down.

DRAGOON



Dragoons are Sheridan's lightly-armored infantry units. They fire a standard-issue Pacifican machinegun and, although plentiful, these adversaries are only dangerous in large numbers.

PACIFICAN MACHINEGUN



The standard-issue Pacifican machinegun is more accurate than the Bulldog, but less powerful.

TIP

If your shield fails, use the Entrencher to raise the ground and provide cover while it recharges.



Round the corner. A high gate blocks your way. Use either the Entrencher or a Tectonic grenade to elevate the terrain and provide passage. A short cinematic shows an Alliance soldier pinned down by a Pacifican automated turret. Provide cover by using your Entrencher to raise the terrain between the soldier and the prison cells. The turret's high rate of fire will slowly eat away at the elevated earth, so move quickly to the other side of the corridor. Raise your sights and take out the lone Pacifican Droggon guarding the entrance to the turret room.

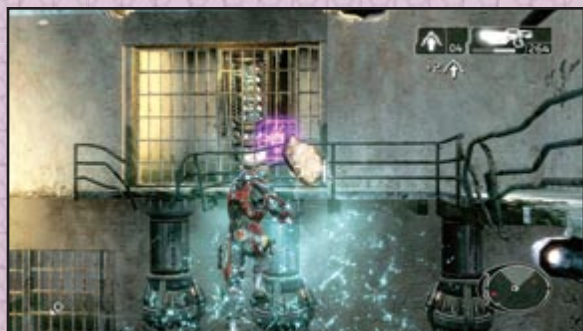


TECTONIC GRENADE



The Tectonic grenade causes explosive damage and raises a hill or dune. Use these grenades to raise terrain, damage enemies, or create cover.

DATA CELL



A Data Cell sits on the second floor of the corridor. Raise the ground in front of the section of broken rail to reach it.



Move into the turret room and block its line of sight by raising the terrain in front of it or throwing a Tectonic Grenade. After that's accomplished, you are free to move about the room.



Destroy the turret with a well-thrown grenade or simply ignore it. Look above the turret for a section of hanging catwalk. Elevate the terrain to reach it; it'll take you to the roof and one step closer to Sheridan.



Sheridan imparts a warning and then drops back into the prison. A single Dragoon confronts you. Destroy the group of red barrels, and a large portion of the cell block roof collapses, Dragoon and all. Below, Alliance soldiers are engaging a small group of Pacificans. Take advantage of your elevated position by moving around the perimeter and exterminating as many enemies as you can.

DATA CELL



A Data Cell sits on the second floor, just below your rooftop vantage point. Drop onto the narrow walkway and nab it.



From the elevated walkway, take out the remaining Pacificans before joining your brothers-in-arms. Elevate the terrain indicated by the blue tectonic marker and hop onto the walkway. Creep to the edge and fire on the pair of Dragoons below. After they are dispatched, continue toward the next waypoint. Deform the terrain appropriately to navigate through a partially covered tunnel and up onto the second floor of the prison.



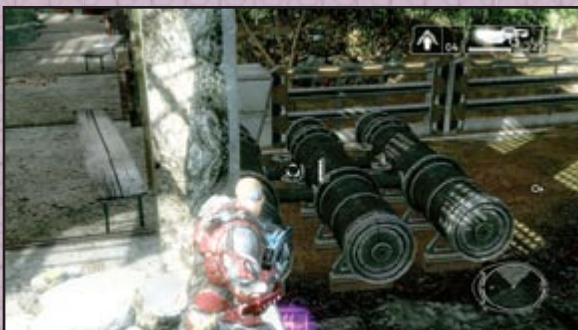
Your next objective is the ST-4 weapon crate across the courtyard. Sprint to it, grab it, and prepare for battle. A contingent of 20 Pacifican soldiers approaches your position from the prison you just exited. Turn to face them, using the pillars as cover. You must hold out until the Alliance dropship arrives. There is plenty of cover for the Pacificans to utilize—fortunately, the ST-4 is the great equalizer. Fire the ST-4's subterranean rockets at the Pacificans and then detonate the explosives as they pass beneath the soldiers.



When you reach the destroyed outer wall of the prison, you witness Sheridan escaping on a Pacifican

dropship. You have no way of bringing down the aircraft, so hop out of the building.

DATA CELL



Turn left to find a Data Cell ripe for the plucking.

TIP

The motion tracker indicates the ST-4's rocket with a yellow dot and enemy positions with a red dot. Detonate the rocket when the yellow dot passes near any red dot.



The benefit of making a stand near the ST-4 crate is the easy access to the extra ammo. However, if the area gets too hot, retreat into the building and make your way to the far side. A hole in the wall provides great visibility of the entire battlefield and cover is a step away.



Alternatively, you can elevate the terrain next to the ST-4 container and hop onto the building's second floor.

Another ST-4 crate is hidden in the far room. Fire the ST-4 through the broken window at end of the room.

DATA CELL



A Data Cell is located on the second floor of the building.



Once the dropship arrives, the Alliance forces move toward the LZ, engaging any remaining Pacificans. Join the mop-up effort and enter the dropship after the last enemy falls.



Dropship Down

In the air, Lawrence updates you on the objective of the Alliance incursion. In an attempt to quell the spread of the resistance, Alliance HQ has ordered all bridges and tunnels leading into and out of San Francisco to be destroyed. Your target is the Golden Gate Bridge. Before you reach it, anti-aircraft fire severs the dropship's avionics, forcing it to crash-land. Now on foot, you must destroy the AA guns so Alliance forces can engage their targets.

New Weapons: Raptor**Data Cells:** 8**Augmentation(s) Granted:** None**New Enemies:** Raptor, Hydra



Seek or create cover immediately after you exit the downed aircraft as heavy fire from Pacifican Raptors

will quickly deplete your shield's energy. Raise the terrain to repel incoming fire and engage the troops with short bursts from your Bulldog. Two Raptors are positioned at ground level, while a Dragoon is perched high within the fortified bunker.

RAPTOR RIFLE



The Raptor is a powerful, medium-to long-range, semiautomatic rifle that is very useful in open areas with unobstructed visibility.

RAPTOR



The Raptor is a Pacifican medium-armored infantryman named for the rifle he carries. Raptors can take more damage than Dragoons and their rifles pack a decent punch. At close range they also hurl grenades, so take them down quickly, especially if you face more than one.

DATA CELL



A Data Cell sits behind the crashed dropship; nab it after you take care of the enemy personnel.



Exit the bunker's back door to find the first AA emplacement. Conventional weapons are useless against the heavily armored artillery. Instead, raise the terrain directly beneath the massive gun until it contacts the energy shield. The resulting explosion brings down both the gun and the shield, allowing you to proceed to the second emplacement. While en route, pick up a Raptor; its scope will come in handy from here on out.



Once you reach the bunker, lower the terrain to reveal a hole in the bunker wall. After you enter, a Pacifican

Dragoon drops down to greet you. Respond by moving in and introducing your forearm to his chin. Repeat the diplomatic negotiation until he folds like a contortionist. At this stage of the game, engage only Dragoons in melee combat. The more heavily armored troops can hit back just as hard *and* take more punches. If you must resort to fisticuffs, soften them up with weapon-fire first.

Move up the stairs while paying attention to the enemy locations denoted on your mini-map. Grenades



work especially well against the tight clusters of Pacifican troops. Your Bulldog is also highly effective in close-quarter, short-range combat. The Dragoons drop quickly, but beware: a Raptor is among the defenders. Raptors hurl grenades, so be prepared to take evasive maneuvers to avoid heavy damage.



Enemy troops fire at you from the adjacent field and from the far bunker. Raise the ground to scale the

wall and reach the cliff behind the first bunker. Move along the cliff until the Pacificans in the second bunker lose their line-of-sight and then turn to engage the enemies on the ground. Fire at the red barrels to make short work of any poor saps caught within the radius of the resulting blast. Drop onto the roof of the second bunker.

DATA CELL



A Data Cell sits atop the roof of the second bunker.



A Bangalore weapon crate is also yours for the pilfering; use it to obliterate any remaining Pacifican soldiers on

the ground and then turn around and look into the bunker. Take out as many soldiers as possible and then reload the Bangalore before dropping through the hole in the roof. If you took full advantage of your previously elevated position, the resistance inside the bunker will be light. Proceed through the narrow hallways to the second AA emplacement and elevate the ground beneath the weapon; use caution while engaging any Raptors while en route.



Destroying the second and final AA gun clears the way for Alliance reinforcements—you must now make your way to the rendezvous point. However, Pacifican reinforcements are also on the move so getting there will be difficult. Move to the outer ledge of the bunker and look right. A couple of Pacificans are rushing toward you. Zoom in and pick them off from afar and don't forfeit the high ground until you take them out. When you hop down to the ground, the music swells, signalling more incoming bad guys.

Enemy reinforcements funnel through the narrow passage beneath the bridge. Run across the field and jump onto the elevated stone walkway at the far end. Move along the rampart, using its

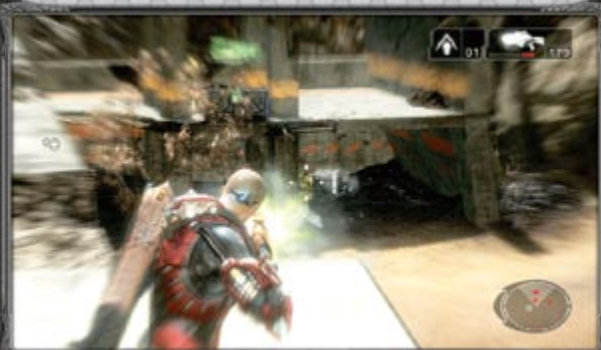


height and cover to your advantage. When you approach the bridge, Col. Lawrence orders you to take out the spike that has sabotaged it. Target the earthen pillar with your equipped weapon and destroy it. The bridge lowers, facilitating your escape to the LZ. But the battle isn't over yet.

DATA CELL



Don't forget the Data Cell on the cement walkway.



When you round the corner, stop behind the raised section of the walkway. A small structure at the far end of the walkway provides cover for Pacifican Raptors. Pick off as many as you can before hopping over the outcropping. Look right, as Pacifican soldiers now have a clear shot from the sloped path that leads to the landing zone. Unfortunately for them, the path contains no cover, so targeting them should be elementary. Continue moving along the walkway toward the small structure and engage any remaining Raptors that reside there.



Once the structure is free of Pacifican vagrants, hop over the rampart wall and onto its upper level. Nab the ST-4 from the weapon crate and prepare for another skirmish. Pacificans rush in from beneath the bridge and two more approach on the elevated walkway you just exited. Use the ST-4 to take out the forces on the ground, but save a few rockets for an upcoming encounter. Switch to your secondary weapon to handle those on the rampart. Use the broken pillars as cover if your shield takes a beating.

Move up the hill and over the bridge to trigger a short cinematic of an Alliance ship dropping reinforcements and a Spike grenade crate. When the cutscene ends, you face heavy fire from a Pacifican-manned turret called the Dragon's Breath. Quickly raise the terrain to provide cover and grab the nearby Spike grenades. While the attention of the Dragon's Breath operator is focused on the other Alliance troops, break from cover and target the turret with a rocket from the ST-4.



NOTE

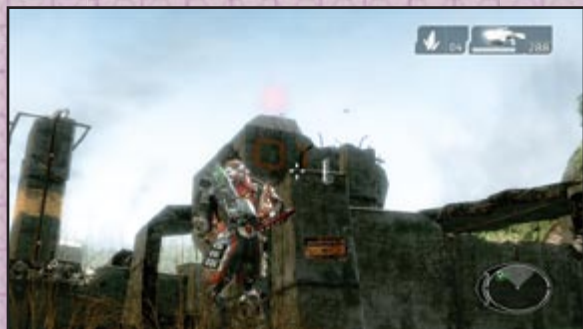
Other Pacifican troops quickly move in and try to take their fallen comrades' place at the controls of the Dragon's Breath. Stop them before they reach it.



Hop into the Dragon's Breath and turn the powerful weapon left to target incoming resistance.

Zoom in and remember to lead far-away targets to take them down with merciless efficiency. Even the heavily armored Raptors are no match for the Dragon's Breath's high rate of fire, so hold the trigger and tear 'em all to pieces. Rely on your motion tracker to give you advanced warning of the approaching Pacificans. When a significant number have been laid to rest, dismount the turret and advance on foot. Move forward carefully and deliberately, and engage the remaining forces with your Alliance brothers.

DATA CELL



A Data Cell rests high above the ground on a broken platform. Use your Entrencher to raise the ground near the outside wall of the ruins. Then, drop a Spike grenade on the raised earth and quickly hop on top of it. The pillar of earth that erupts from the ground will carry you on top of it. From there, a simple jump allows you to reach the Data Cell.

Use the Entrencher to reach the ST-4 crate and the Bangalore crate that rest above the ground on ruined platforms. Make use of your high position to rain explosive shells onto the Pacificans below.



NOTE

If you are comfortable fighting with a single weapon, grab the Bangalore and hold onto it throughout the upcoming battle within the bunker. A Pacifican dropship eagerly awaits your exit and having a rocket launcher in hand will make the encounter far less hazardous to your health.

DATA CELL



A second Data Cell lies hidden in the fortified and elevated catwalk near the bunker entrance. Find the section of broken wall and jump up to enter. Turn left and the Data Cell is yours.



To access the bunker, use a Spike grenade to raise the lip of the grate and reveal the entrance. Before you hop in, drop the ST-4 for a more versatile weapon. A Raptor and Pacifican Machinegun are a good combination. After a short cinematic in which a couple of Alliance troops are killed, you're once again on your own.

Act 1 - Dropship Down



Data Cells: 13 of 100



The quarters are tight and pipes provide good cover for the defenders. Equip the Raptor and proceed slowly. When you round the corner, duck and take out the nearest Dragoon. Use the cover of the horizontal pipe and take advantage of the Raptor's scope to target the Pacificans at the corridor's far end. When the coast is clear, proceed to the storage room.



A Dragoon uses a Tectonic grenade to block the entrance to the control room. Lower the earth



and step inside. Eight Dragoons and four Raptors guard this room, so don't be foolhardy and rush in. Build cover to deflect incoming fire and control the fight. Move onto the platform to your right and use the storage containers as cover. A Raptor crate rests nearby; refill your ammunition and utilize the Raptor's scope to even the odds. Pay close attention to the grunts that wait on the elevated catwalk. Clear them out before proceeding.

DATA CELL



Pick up the Data Cell to the right of the room's entrance.



Once the room is clear, move to its far end and elevate the ground to reach a broken section of the catwalk. Proceed on the walkway and turn to face the other side of the room. Reinforcements move in but are easily dispatched by targeting the explosive barrels on either side of the door. Now, attend to the enemies below. You hold the high ground so they should pose little threat.



To reach the door on the other side of the room, raise the ground beneath the two large storage containers and then hop from one to the next. You can do this from the catwalk; there is no need to drop down to accomplish this task.



Enter the storage room to see another new weapon in Sherman's arsenal—Hydroballs. Col. Lawrence wants



everything in the storage room destroyed so you'll need to find a way to disable the interlaced shield. Leap from the upper level and refill your Spike grenade reserves at the nearby crate. Use a Spike grenade to remove the power conduit from the wall and disable the shield. Once the shield is down, target the Hydroball crate. The resulting explosion blows a hole in the back wall.

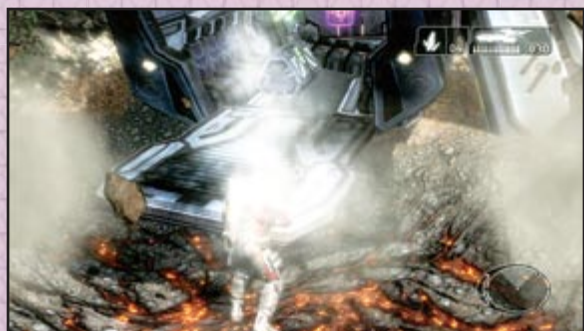


Exit the room via the gaping hole and drop down to join the battle on the ground. Alliance troops are taking heavy fire from a Pacifican dropship. Build cover quickly before the dropship's turret cuts

you to pieces. The goal is to reach the Bangalore crate without exposing yourself. Build cover as high as possible in front of the crate and then equip the rocket launcher. Pop in and out of cover, firing a rocket at the dropship each time. In standard mode, it takes five hits to bring the aircraft down.



DATA CELL



A Data Cell is hidden in the cargo bay of the crashed ship. Lower the ground in front of the tail section to reach it. The bay also contains a Subsonic crate; make sure you grab those as well.



With the dropship dispatched, a short cinematic introduces a new threat. Move up to the edge of

the ravine and equip the Bangalore to begin the battle. When the first Hydra jumps into the air, it fires a rocket. Get clear of the incoming projectile and track the Hydra's descent. Anticipate its landing point and fire a rocket of your own. If your aim is quick and true, the battle will end quickly. Repeat the strategem on the second Hydra, and the formidable threat is neutralized.

HYDRA



The Pacifican Hydra is Sheridan's elite soldier. Hydras are extremely agile and able to

jump far and high. Armed with a Bangalore rocket launcher, this genetically-enhanced soldier makes quick work of any adversaries who aren't fast on their feet.



The elevator to Sheridan's manufacturing facility is just ahead. Cross the ravine and take cover behind the ruined tower walls. Equip the Bangalore and fire a rocket at the enemy encampment just up the hill. The explosive chain reaction will devastate the Pacifican forces and teach them not to keep explosive Hydroballs within their defensive positions. Ascend the hill and finish off any survivors, but be aware, more troops await you at the crest.

At the top of the hill, be mindful of the Hydroball crates. If you detonate them, they could roll down at you!

Instead, elevate the terrain at the base of the crates and send them flying toward the enemy. Then, detonate them with a few well-placed rounds. Use the ruins as cover and methodically take out each soldier on your way to the elevator.



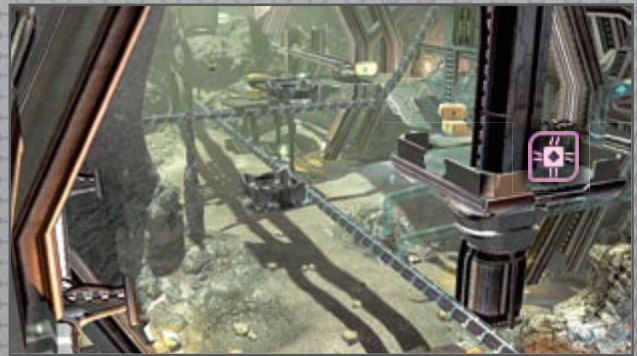
DATA CELL



A Data Cell sits on the scaffolding above the elevator entrance. Ride a Spike grenade to reach it.

Conveyor Tunnels

The elevator leads into the depths of the Pacifican manufacturing facility. The Alliance isn't sure what Sheridan is hiding, but if the strength of the defending force is any indication, he's up to something big.

New Weapons: Invader shotgun**Data Cells:** 11**Augmentation(s) Granted:** 1st Strength**New Enemies:** Invader



When the elevator doors open, you're immediately thrown into action. Alliance forces are trading fire with

Pacifican soldiers across a wide chasm. Engage the soldiers while your allies restore power to the conveyor carts. Quickly move up the ramp and equip the Black Widow. Aim high, so the grenades reach their intended targets, and fire at will. Reload as necessary and continue the barrage until the Pacifican surge ends.

Descend the ramp and head over to the loading platform. Hop into a conveyor cart to cross the chasm. More Pacifican forces await your arrival, so greet them with rounds from the Black Widow. The firefight causes a cave-in and the power to your conveyor cart is interrupted. Leap over the side to find an alternate route.



DATA CELL



A Data Cell sits atop a tower overlooking the chasm. Ride a Spike grenade up to the platform and grab it.



Another loading platform sits close to the cart you just disembarked. Raise the ground to reach it

and slip into another cart. As the cart rounds the corner, Pacificans let loose from a walkway on the far end of the cave. Don't target them directly; instead, target the stalactites hanging above them.

When the cart passes a Bangalore weapon crate, leap out and hit the ground fighting. Use the containers as cover and deal with any survivors.

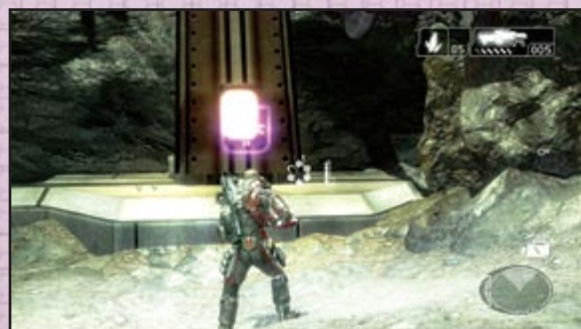
Then, hightail it to the distant loading platform. A lone Raptor sits atop the platform awaiting a round from your Black Widow.

Raise the ground beneath the platform stairs and climb up. Turn to the right to engage more



Dragoons. One is perched on a walkway at eye-level. Destroy the Hydroballs beneath him, and the entire platform comes crashing down.

DATA CELL



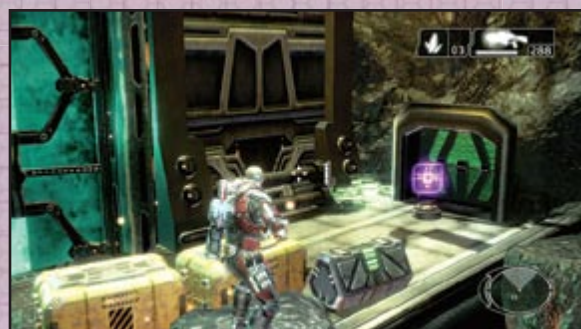
Grab the Data Cell beneath the conveyor track, near the Bangalore crate.



Hop into the conveyor cart and continue your journey through the facility. Around the first bend, more Pacificans

stand below unstable stalactites and next to explosive Hydroballs. Show them the folly of their defensive strategy. Then exit the cart and make your way on foot, utilizing the destructible environment to your advantage.

DATA CELL



A Data Cell sits on the walkway above. If necessary, use a Spike grenade to reach it. Reload the Black Widow as well; you'll be using it shortly.



At the beginning of an underwater corridor, Lawrence squawks in your ear about the nearby power supply. To get there, you'll first have to face four Pacifican Invaders. Take them out before they get too close or their weapons will shred your shield. Once the Invaders are dispatched, leave their weapons where they lay; the next area suits longer range weapons.

INVADER



Invaders are heavily armored and carry the Invader shotgun, a high-damage, close-range weapon. Keep them at a distance or suffer severe consequences.

They are slow-moving, so targeting them with a machinegun or a rifle is no problem. But bear in mind that they don't take damage from body shots, so you'll need to aim for their head to get the kill.

INVADER SHOTGUN



The Invader shotgun is a slow-firing but deadly close-range weapon. Use it in close quarters to obliterate nearby enemies.





The next room contains a Black Widow weapon crate and a Raptor rifle. Equip them both and move to the cliff's edge. A

Raptor fires at you from a faraway bridge. Zoom in and return fire. More troops are gathered beneath the bridge. Target the Hydroball crate to whittle down

their numbers. The explosion also brings down a large portion of the bridge, creating a ramp and allowing you to reach the walkways above. Continue to engage the remaining troops from the ridge, or drop down and take them out at close range.



NOTE

For now, ignore the Data Cell that sits on the unbroken section of the bridge.



When the Pacifican forces are neutralized, reload your Raptor at the weapon crate and climb the fallen bridge. When you reach the midpoint, Pacificans release Hydroballs to slow your ascent. Quickly target and destroy the lead ball or make a hasty retreat back to the foot of the bridge.

Turn right atop the bridge to engage a small contingent of Pacifican soldiers. Destroy them using weapon fire and the two Hydroball crates that sit nearby. The first of two interlaced shields blocks your progress. Turn toward the power supply conduit and lower the terrain at its base. The power supply disconnects and the shield falls.



Move toward the second interlaced shield and put down the five Pacifican defenders.

This time, the power supply conduit is on the far side of the shield. Move up to the shield, equip the Black Widow, and take a right into a small tunnel that leads to

an exposed balcony. Turn left and let loose on the Pacificans before they train their weapons on you. If your shield goes down, retreat into the small tunnel and let your shield regenerate. A Raptor takes potshots at you from a distant platform, so you'll need to equip your Raptor to take him out. After the fray, disable the shield by lowering the ground at the base of the power conduit.

DATA CELL



The Data Cell you ignored earlier can now be retrieved by dropping off the balcony onto the bridge below.



At the top of the sloped path, a large power conduit lies disconnected on the ground. Reattach the cable by raising the ground beneath it. With the conveyor carts restarted, you can now move deeper into the facility



An Invader sits in wait around the next corner. Take him out with the Black Widow and make sure you grab his weapon. Ascend the small hill and hop into a conveyor cart. Crouch to avoid the heavy fire



coming from the troops atop the distant bridge. Abandon the cart over the lower bridge and climb the winding path. Use the arc of the Black Widow's sticky grenades to reach the soldiers before they can train their sights on you. Switch to the Invader shotgun if any enemies get in too close. One well-placed shot will drop even the toughest Pacifican grunt.



The cart approaches two bridges. Take out the Dragon on the higher of the two and then concentrate

your fire on the enemies perched on the lower bridge. Destroy the Hydroball containers to make the job much easier. Drop onto the lower bridge and sweep up any remaining Pacifican soldiers.

DATA CELL



Place a Spike grenade just to the left of where the lower bridge meets the earthen path. Ride it up to reach the upper bridge and the Data Cell that sits upon it. Equip the Black Widow before returning to the lower walkway.

DATA CELL



Grab the Data Cell on the upper walkway before jumping into a moving conveyor cart and leaving the area.

As the conveyor cart makes its slow ascent, Col. Lawrence orders you to destroy the facility. Jump out of the cart before it reaches the interlaced shield.



1ST STRENGTH

Col. Lawrence uploads a strength augmentation to your suit. Your punches now do more damage.



After your strength is augmented, two Invaders crash the party. Use your strongest weapon to put them down before they get in close. Refill your Spike grenade reserves at the weapon crate and use one to

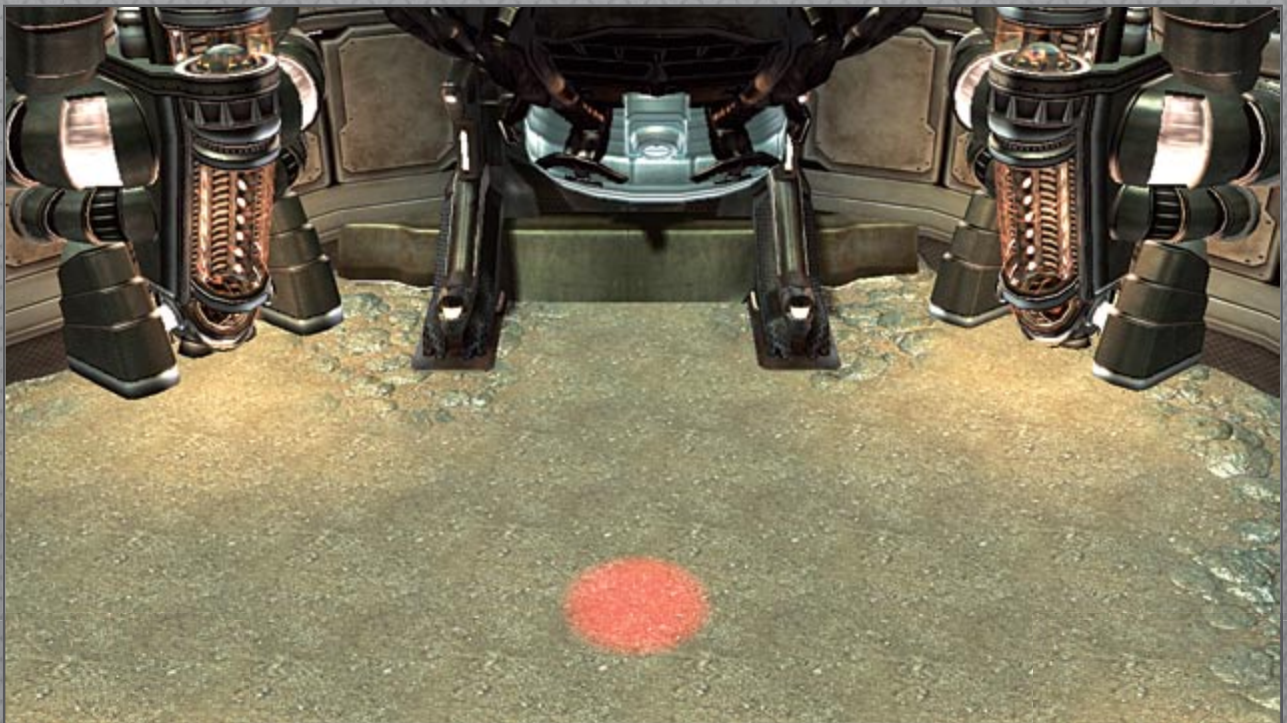
reach the lighted walkway above. Climb halfway up the stairs and prepare to fight eight Dragoons and an Invader. Stay on the stairs and use the elevated floor as cover. Toss a couple of grenades to soften 'em up and then pop your head up to lay down suppressing fire. Upend the stacks of containers with your Entrencher to remove the Dragoons' cover and crush any caught beneath.

DATA CELL



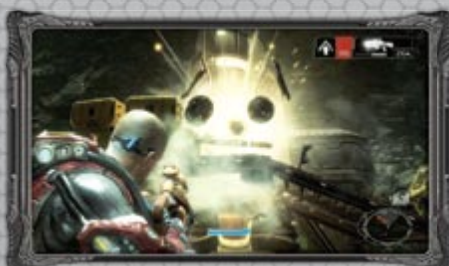
A Data Cell lies hidden behind a stack of metal boxes at the far end of the room.







A more difficult battle is about to begin. Equip medium- and long-range weapons and lower the ground that blocks the hallway. Proceed through and engage the single Dragoon that guards the hall. Crouch behind the yellow container and eliminate the Dragoons that have taken up positions on the elevated walkway. Meanwhile, a Hydra hops to and fro, waiting for you to show yourself. He is your first priority and you must take him down, lest his rockets put an end to your mission.



When you venture from the relative safety of the hallway, take cover behind the stacks of yellow crates that line the walkway and make sure you destroy any Pacificans to your left and right. Enemy reinforcements pour

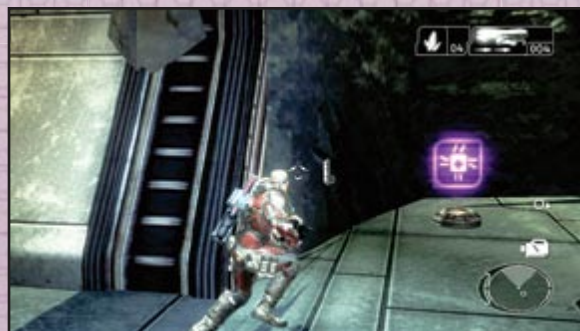


out from the large doors at the room's far end. Use your Entrencher to push the Hydroball crates from the walkway to the ground and then destroy them from above.



Keep to the high walkways to retain an advantage and be quick in dealing with the Hydroball containers or they'll be used against you. Pay close attention to the enemy locations displayed on your motion tracker so you know where to concentrate your fire. A discarded Black Widow sits on the walkway to the right of the hallway. Grab it and fire down from an elevated position to seal your victory. Before you move to the next room, make sure you have an Invader equipped.

DATA CELL



The far-left door contains a Data Cell. The middle door leads to your objective.



Destroying the four Hydroball manufacturing machines will power down the facility. Your weapons are ineffective

against the tubes; creative use of your Entrencher is required. The red glow in the center of the room denotes the area where Hydroballs will begin

falling from the ceiling. Use your Entrencher to lower the ground, ever deeper, from the red target to a Hydroball tube. A ball will fall, roll into the machine, detonate, and destroy it. Repeat the process three more times, and the facility's power is interrupted.



TIP

Use your Entrencher to push enemies into lava.

DATA CELL



Grab Spike grenades from the weapon crate and use one to reach the top of the wall. There are three horizontal concrete supports in the ceiling above. Atop the first is an ST-4 weapon crate. Atop the third, very close to the second Spike grenade crate, is a Data Cell. Grab 'em both by raising the ground and then riding a spike.



With the facility shut down, it's now time to evacuate. Two Dragoons and a Raptor await your exit from the Hydroball

room. Finish them off with a few Invader rounds and proceed.

On Crane Arm



Data Cells: 25 of 100



Drop down and continue forward. The next soldier you encounter is a friendly one. He beckons you into the hanger where a battle is raging. It's three against 18, and the odds are not in your favor! Quickly find

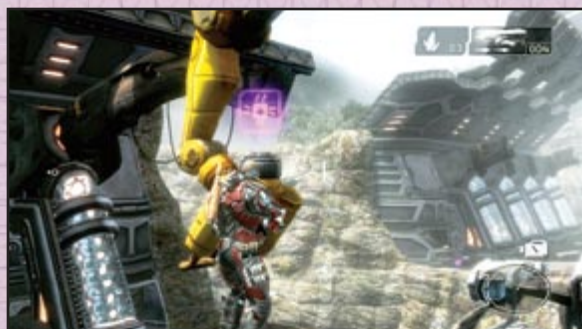


cover behind the nearest container and join the party. Move forward from container to container, making sure no Pacificans flank you in the wide-open area. The Invader is the perfect weapon for getting up close and personal, but switch to a Pacifican SMG to cut down soldiers at a distance.



Before long, an Alliance transport ship lends a little air support. Clean up the leftovers, grab the Bangalore from the nearby weapon crate, and board your ride.

DATA CELL



A Data Cell sits on a crane arm, high above the hanger floor. Raise the ground and ride a spike to obtain it.



This skirmish is even more lopsided than the last. The first wave is 20 strong, and includes a pesky Hydra.

As always, the Hydra is your first priority—use the Bangalore you picked up earlier to put a stop to his mad hops. An ST-4 sits next to a broken concrete pillar, and it comes in extremely handy, but don't be caught with two explosive weapons in hand or you'll be unable to deal with nearby targets.



After the initial wave is crushed, three Raptors and a Hydra enter the killing field. Grab extra Bangalore rounds from the corpse of the first Hydra and take out the remaining bad guys. If you prefer close quarters combat, an Invader weapon crate sits behind a stack of metal containers just beyond and to the right of the first broken pillar. When the smoke clears and you're the last one standing, enter the elevator and put this scarred battlefield behind you.

DATA CELL



A Data Cell sits in plain sight behind the transport. Nab it before you leave the area.

Dreadnought Tower

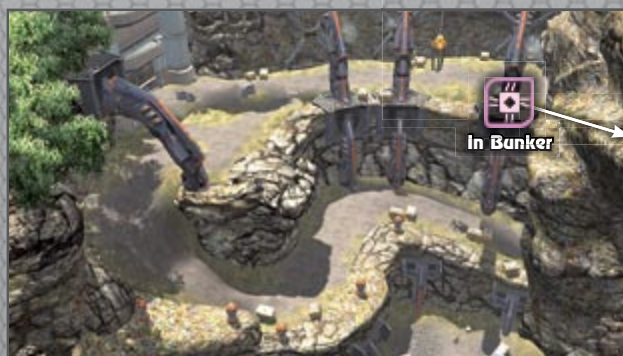
Alliance forces are encountering heavy Pacifican ground resistance. Col. Lawrence orders you to eliminate all enemy personnel on the way to the Golden Gate Bridge.

New Weapons: NP-32 Vortex grenade

Data Cells: 9

Augmentation(s) Granted: Entrencher Jump

New Enemies: Sherman





The elevator doors open, revealing a rather lopsided battle. Two Alliance soldiers are taking on

a Pacifican dropship, with very little cover to be found. Create cover while making your way to the end of the path where a Bangalore weapon crate sits. Equip the Bangalore and take out the dropship. Remember, the Dropship's heavy guns slowly whittle down any elevated earth so you'll need to rebuild cover frequently. Reload the Bangalore and move into the construction site.



The new NP-32 Vortex grenades have been dropped on your location. Grab one from the crate and move to the edge of the small hill. Throw it into the middle of the Pacifican forces and watch the result. Clean up any remaining survivors from your elevated vantage point and then grab another Vortex grenade before moving on to investigate the Dreadnought Tower.

NP-32 VORTEX GRENADE



The Vortex grenade creates a powerful anti-gravitational field that pulls all surrounding objects into its center. When the field reaches critical mass, an explosion rocks all that's caught within its grip. These are rare, so use with care.



More Pacificans engage you from the tower walkway, so use or build cover to safeguard your approach and then take them down. You'll need to raise the ground to reach the walkway.

DATA CELL



A Data Cell sits underneath the walkway on the right side of the tower.



Follow the walkway to the left and through a small tunnel. Take care of the two Dragons that intercept you, and immediately train your sights high and to the left. Destroy the cliff wall to eliminate the



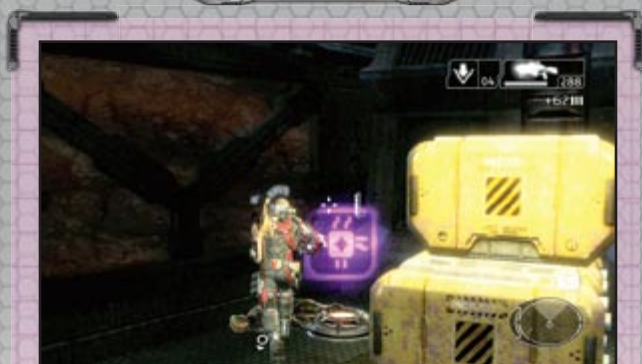
Pacificans that fire down on you. At the top of the cliff path, target the loose rock wall and crush the unsuspecting grunts.

More troops exit the distant bunker. Throw a grenade and follow it up with small arms fire to clear the path. Lower the



ground beneath the blast door to gain access to the bunker. Clear the bunker of defenders by destroying the explosive barrels that sit inside and to the right of the entrance. Next, target the elevator and pick off the second wave as soon as the doors open. A well-placed grenade will do the trick.

DATA CELL



A Data Cell is hidden in the bunker behind the yellow containers. Grab it before you enter the elevator.



After a short cinematic introducing a Pacifican scientist, you are rushed by three Dragons. Engage in melee combat if they get too close. Follow the metal walkway to the next path, cutting down any resistance you meet along the way.



A new Pacifican prototype awaits your arrival. Don't get caught gawking. Instead, hightail it up

the path to a Vortex weapon crate. Throw the Vortex grenade onto the platform where the Sherman and his cronies stand. If you're lucky, that will end the encounter. If the Sherman is still standing afterward, move to the edge of the cliff and hit him with your most powerful long-range weapon.



SHERMAN



The heavily armored Sherman fires green, explosive orbs capable of inflicting massive splash damage.



The Sherman destroyed the bridge, but Col. Lawrence provides a solution. Use your newly acquired

Entrencher Jump augmentation to reach the high ledge on the far side of the ravine.

ENTRENCHER JUMP

The Entrencher Jump augmentation allows you to use tectonic terrain deformation to reach great heights. It is only usable on natural terrain.

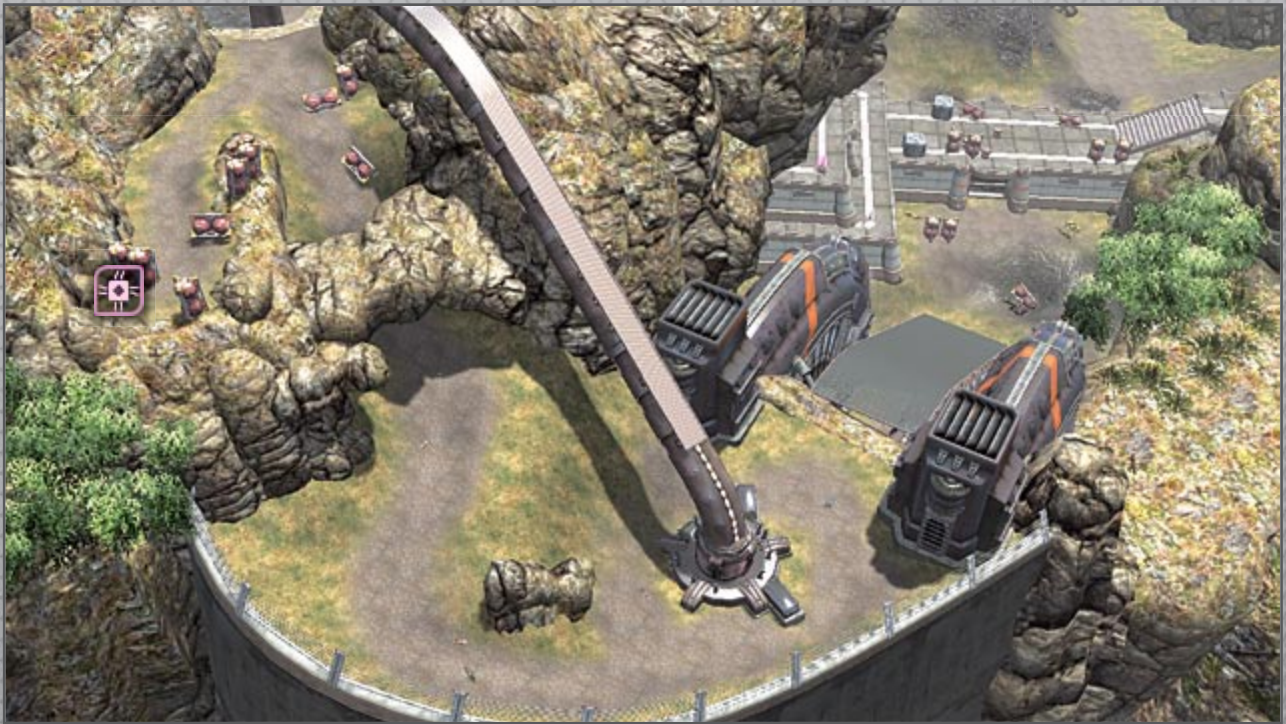
DATA CELL



Raise the terrain or use your Entrencher Jump to reach this Data Cell. It sits on a small ledge above the left side of the path.







The narrow path provides nowhere to hide for the Dragoons that have chosen to defend it. Bring the cliff walls

down upon them or shower them with machinegun fire. When you reach the end of the path, another bridge is destroyed. Head toward the bunker on the clearing's far side, sweeping up two Dragoons and a Raptor on the way.

Four more Pacificans attack from a small alcove to the right of the bunker. Use the Bangalore from

the nearby weapon crate to take them out. Col. Lawrence then orders you to destroy the approaching dropship. Bangalore in hand, build up cover to protect yourself from the aircraft's heavy machinegun. Don't get caught watching the



rockets fly or you'll be torn apart—promptly duck behind cover as soon each rocket takes flight. After you down the dropship, pick up a Raptor from a Pacifican corpse and reload the Bangalore.

DATA CELL

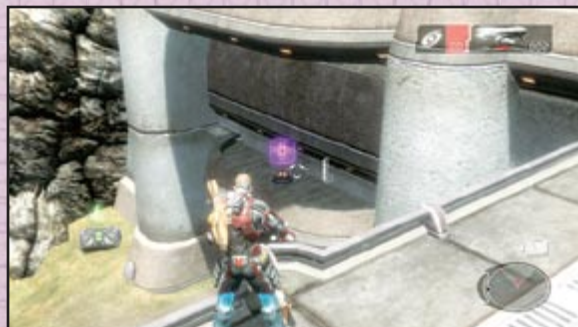


Entrencher Jump onto the bunker roof to nab the hidden Data Cell.



Just beyond the landing platform is a high wall guarded by two Raptors and two Dragoons. Use the Raptor's scope to take them out from afar and then Entrencher Jump to the top of the wall. Many defenders lie in wait on the other side of the wall, including a Hydra. Resist the urge to look down or you'll be met with massive amounts of weapons fire. Instead, look at your motion tracker and toss a Vortex grenade into the mass of enemy troops. The grenade will handle the lion's share of your work, but there may be a few survivors. If the Hydra is one of them, target him with your Bangalore. Finally, use your Raptor to eliminate the Pacifican Raptor on the platform across the courtyard. Don't drop down until the first wave of defenders has been neutralized.

DATA CELL



A Data Cell sits on a ledge below the high walkway.



More Pacificans attack when you venture closer to the exit. Target the Hydra first and then worry about

the less dangerous soldiers. When all is clear, use a Spike grenade to raise the broken walkway and then elevate the ground and Entrencher Jump to reach the lowest section.

TIP

Use your Entrencher to elevate the ground beneath the spike if it doesn't raise the walkway high enough on its own.

Take a left at the bunker and navigate through the ruins of a Pacifican ship. You find yourself looking down



on a small skirmish. Aid the Alliance troops by targeting the Pacificans located below and across from your position. Jump down and approach the bridge. Before you reach it, a Pacifican gunship destroys it. You're now on repair duty.



Pick up the Alliance Bulldog at the weapon crate and hop onto the small ledge directly across from the ruins of the ship from which you just leaped. Traverse the path, but be ready: a Dragoon rushes you as soon as you round the first bend. The Bulldog's rapid rate of fire should cut him down before he gets too close. Next, target the explosive barrels that sit on the crest of the hill. Doing so should eliminate any additional enemies that lie in wait.

DATA CELL



A Data Cell sits at ground level behind the explosive barrels.



Use your Entrencher to knock any remaining explosive barrels down the far side of the hill and then move

to the hilltop. Several Pacificans await your arrival, including a Hydra. Fire at the barrels you toppled in an effort to kill or injure any nearby enemies. If you



Use your newly found Bangalore to wipe out the four Raptors that greet you at the end of a mesh ramp. Then, target the far walkway and fire at the explosive barrels to decimate the Pacifican forces that infect it. Keep the Bangalore equipped, and beat your feet down the ramp. Pick up the Vortex grenade from the weapon crate that's hidden under the ramp, and then leap onto the elevated walkway. Engage and destroy the Hydra before ascending the stairs and facing a trio of Raptors.

NOTE

If you're carrying the Black-Widow, stick some adhesive-tipped grenades to the barrels at the top of the ramp and then use your Entrencher to push them down. When they reach the bottom, detonate the grenades and take the hapless Pacificans out in a satisfying chain of explosions.

DATA CELL



A Data Cell sits on the roof of the bunker. Entrencher Jump to reach it.



More troops rush you as approach the bridge. Dispatch them in whatever way you see fit, but the Vortex grenade crate that sits just beyond the bunker walkway should make your decision much easier. When the damage dealin' is done, plant a Spike grenade directly beneath the bridge's broken support strut. The resulting pillar will repair the bridge and complete your objective.

DATA CELL



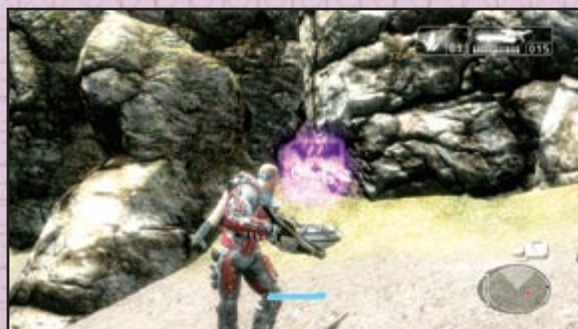
A Data Cell is cleverly hidden underneath the bunker landing pad.



Continue along the path, pausing to grab ammunition for your Bangalore from the weapon crate.

When more Pacificans engage you, fire at the cliff wall at the end of the path; the resulting avalanche will crush them all. Follow the path and you regroup with your allies at the foot of the repaired bridge.

DATA CELL



A Data Cell sits on the left side of the path, just past the Bangalore crate.



The far side of the bridge is teeming with Pacificans, including two Raptors and a Hydra. The bridge offers relatively little cover, putting the Hydra at a disadvantage. Finish it quickly and then move decisively toward the far end of the bridge. Switch to a machinegun or Raptor rifle and cut the Dragoons down where they stand. Turn left at the end of the bridge and use a Spike grenade to raise the lip of the access hatch.

Dreadnought Revealed

You've reached the base of the Golden Gate Bridge. It's time to take it down and stop the spread of the Pacifican rebellion. To do so, you'll need to remove four scramblers that are preventing Alliance forces from getting a solid lock on the bridge.

New Weapons: Lodestone Rifle

Data Cells: 7

Augmentation(s) Granted: 2nd Shield

New Enemies: None



2ND SHIELD AUGMENTATION

Col. Lawrence uploads the 2nd Shield augmentation to your suit. Your shield can now take more damage before failing, but beware: it also takes longer to recharge.

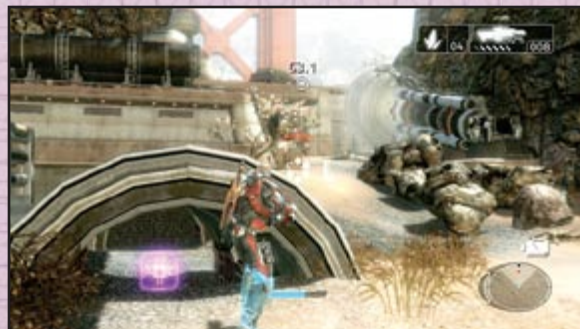


Grab the Black Widow and move to the end of the walkway. Raise the terrain beneath the large fan to destroy it and use the Black Widow to take out the Invader and his weaker accomplices.



Exit the cave and focus your fire on the cliff wall to bring it down on top of the Pacifican forces. Raptors on the far wall fire at you from an elevated position, so you need to seek cover quickly. Traverse the two sunken pipes on the left side of the area and Entrencher Jump onto the raised walkway. From there you can use engage the Raptors on the walkway and any remaining forces at ground level from relative safety. When the area is clear, Entrencher Jump or climb the fallen tower to reach the top of the wall.

DATA CELL



Lower the terrain in front of the first sunken pipe to find a hidden Data Cell.





Two Dragon's Breath turrets open fire on you as soon as you reach the top of the wall. Immediately seek cover behind the abandoned vehicle. If you are carrying a Bangalore, the turret operators are easy prey. If not, build cover and then lower the terrain in front of the large grey pipes that sit across from the vehicle. Inside you'll find an ST-4, which is great for taking out the Dragon's Breath operators from a distance.



Col. Lawrence orders you to take out the scramblers attached to the bridge supports. Before you

do, clear the entire area of Pacificans so you're not overwhelmed when reinforcements arrive. There are two ways to accomplish your objective. The fastest way is to throw a Spike grenade at the base of the supports and let the spike destroy the scramblers. The second way is to grab a Lodestone Rifle and fire it directly at the supports. To acquire the Lodestone, destroy the large tower located in front of the left

Dragon's Breath. Then, raise the terrain beneath it and use it as a ramp to reach the Lodestone Rifle. A second Lodestone weapon crate sits atop a walkway behind the Dragon's Breath turrets.

LODESTONE RIFLE



The Lodestone fires rounds that violently attract nearby objects to the point of impact. Damage is not direct, rather, enemies are damaged by the debris that crashes into them.

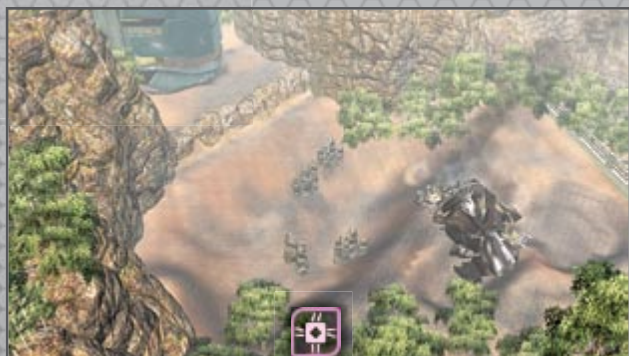
DATA CELL



A Data Cell sits near the Lodestone Rifle, so accessing the hard-to-reach area is worthwhile. Make sure you grab the Data Cell before you destroy the fourth scrambler.



Reinforcements arrive after you destroy the first and the second scramblers; be quick and enter the Dragon's Breath to cut them down in short order. Make sure you target the Raptors first, before they can throw grenades. Destroy the last two scramblers and Alliance satellites lock on and obliterate the Golden Gate Bridge.





The Alliance victory is short-lived, as General Sheridan unveils his ultimate weapon. Your immediate objective is to evacuate the area and reach safety. Move through the cave and lower the terrain



beneath the blocked archway. Use destructible stalactites to your advantage when fighting Pacifican troops, and if you still have the Lodestone, fire it into the lava to suck in nearby enemies. The EVAC dropship is parked just outside the cave, but Sheridan's new toy crushes it underfoot. Col. Lawrence orders you to board the Dreadfoot and search for intel. As you approach the metal foot, it lifts off and lands farther ahead.

DATA CELL



A Data Cell sits in a small alcove to the left of the cave exit.



You face heavy resistance as you approach the second landing zone. Target the Sherman with

your Black Widow and then turn your attention to the foot itself. Climb the narrow walkway into the foot and get ready for close-quarters combat.

DATA CELL



A Data Cell sits on the heel of the Dreadfoot. Grab it before you enter the foot.

Inside the foot, a spawning tube continually spits out Pacifican troops. Take them out as they appear;



you need to survive until the foot descends. Grab the Invader shotgun and when the foot touches down, leap to the ground and rush to the aid of the pinned Alliance soldiers.

DATA CELL



A Data Cell is in the corner of the area, near the Alliance-occupied ruins.



Col. Lawrence orders you back into the foot, but this time with Alliance Allies by your side. Pacifican drop

pods crash to the ground and the battle to reach the Dreadfoot is on. You must protect your allies or the mission ends. Take out the Sherman first and the Raptors second, and always draw enemy fire away from your comrades.

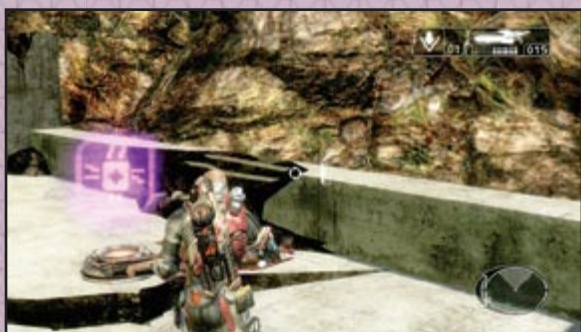
NOTE

Get to the Dreadfoot with as many Alliance soldiers as possible or the upcoming battle will be extremely difficult.

When you get close to your objective, six more Raptors and two Dragons join the fray. Use Tectonic grenades to simultaneously injure the Pacificans and build cover for your allies. You must accompany any remaining Alliance troops into the foot of the metal behemoth and protect them during the ride.



DATA CELL



A Data Cell sits on a broken platform in the ruins to the right of the Dreadfoot. You must be quick in retrieving it, or else your allies get killed or the Dreadfoot takes off. Either result will end the mission.



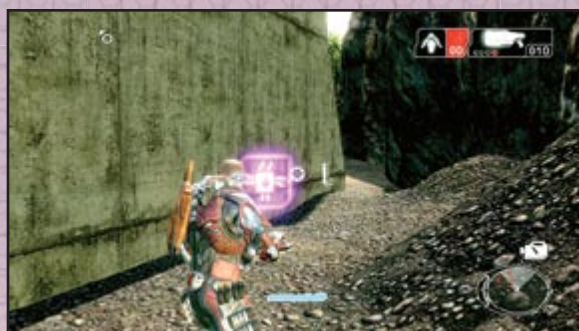
Disembark the foot as soon as it lands and escort the troops to the nearby ruins. It's about to get hairy, so

equip your most powerful weapon and get ready. You and at least one ally must survive until the EVAC dropship arrives. Hop to the top of the ruins and keep one eye on your motion tracker and target the clusters of enemy troops. It's a battle of attrition, so play to outlast—which means taking cover whenever your shields fail and not taking unnecessary chances. Play it safe and soon the cavalry will arrive.

TIP

If you are trying to protect a single Alliance ally, wait until he enters the area beneath the ruins and then raise the terrain in behind him. That should give him adequate protection from the oncoming assault.

DATA CELL



Grab the Data Cell hidden behind the ruins before boarding the Alliance dropship.

Act 2

Alliance forces, along with their European partners, are making an all-out offensive to stop Sheridan's war machine. However, the Pacificans have friends of their own and are pushing right back. Meanwhile, the Dreadnought is lumbering east, into Alliance territory.

Genetic Research Base

The intel gathered from the Dreadfoot has led you to a secret military installation. The Dreadnought was conceived here, and somewhere inside are the plans that will reveal its weakness. Let's hope it's not a small thermal exhaust port.

New Weapons: ALM-37 Deep Freeze

Data Cells: 12

Augmentation(s) Granted: Stomp

New Enemies: Creeper



STOMP AUGMENTATION

Col. Lawrence uploads the Stomp augmentation to your suit. You are now able to send shock waves through the ground, damaging nearby targets.

DATA CELL



Turn around when you exit the dropship to find a Data Cell on the roof of a small structure.



Alliance forces are positioned on the landing platform and are holding back a small Pacifican contingent. Arm yourself at the weapon crates and prepare to enter the communication facility. Begin your incursion by destroying the straps on the pallet of small pipes. The pipes roll down the ramp, killing any enemy they contact. Then, take cover behind a crate and whittle down the opposing forces from a distance.

Run down the narrow path, seeking cover whenever possible. Use the Invader for inflicting heavy damage at close range. When you round the bend, a Dragon's Breath turret unleashes a steady barrage of gunfire. Build cover to protect yourself and engage the remaining ground troops. When you're ready to take on the turret, use the Raptor to score a headshot and deprive the gun of its operator. If you don't have a Raptor, move to safety behind the left side of the large doorway, and then throw a grenade at the base of the turret.



Once the Dragon's Breath operator has been evicted, move into the courtyard. A large a Pacifican

force, comprising Shermans, Invaders, Raptors, and Dragoons enters the courtyard. There are two ways to overcome the onslaught. The first is by manning the Dragon's Breath. However, you're a stationary target and there are a lot of enemy forces. The

second is to take to the high ground and wage war with hand-held weapons. It takes longer, but you have cover.



If you choose to man the turret, target the Sherman first or his explosive orbs will kill you quickly. Then target the Raptors to keep them from getting a bead on you with their highly accurate and damaging rifles. Finally, gun down the Invaders before they get within shotgun range.

If you choose to wreck shop, leap onto the elevated walkway just to the left of the turret. You'll find a Vortex grenade crate there, which is perfect for taking out the Sherman. Then equip a Raptor to target the ground forces. If you find the battle slow-going, you can jump into the turret and bring the heat. But do so only after the Sherman has been eliminated.

After the initial Pacifican surge is wiped out, a Raptor appears on the walkway to the right of the Dragon's Breath. If you are in the turret, take him out quickly or his grenades will forcefully eject your corpse from the seat.



The main entrance doors close when you approach. Entrencher Jump and enter the facility's side door on the second level. The next area contains a new foe, the Creeper. Creepers are mainly subterranean, so conventional weapons are of little use. Instead, use your Entrencher Stomp to defeat them.

CREEPER



The Creeper is another Pacifican experiment. Creepers tunnel beneath the earth and strike from below. Look for approaching red dots on your motion tracker and perform an Entrencher Stomp when they get close.

DATA CELL



A Data Cell sits high above and to the left of the facility entrance. Entrencher Jump to reach the other end of the walkway to get it.





Your objective is to destroy the three generators and gain access to the communication facility. Move to the edge of the metal walkway and take down any Pacifican forces on the ground and on the far generator platforms. Descend the ramp and sprint to the next ramp; it leads to the first generator. Keep an eye on your motion tracker for approaching Creepers.

DATA CELL



A Data Cell sits on the ground just beyond the walkway. It's obscured by the pipes, so you'll need to duck to see it.

When you reach the first generator platform, kill the Pacifican guards and then throw a grenade into the generator to destroy it. One down, two to go.



Activate the light walkway that connects the generator platforms by raising the terrain beneath the generator

plug. Run across and engage the next group of Pacificans. Destroy the second generator and proceed to the third platform via another light bridge.

DATA CELL



A Data Cell is hidden to the left of the entrance to the communication facility. When you reach the entrance, turn around to find it.

When all three generators are destroyed, it's time to enter the communication facility. From the third platform, hop to the ground and follow the waypoint to the facility elevator. Along the way, destroy the pesky creepers using your Entrencher Stomp. The hallway that leads to the elevator contains an ALM-37 weapon crate. Equip it for the tough battle ahead.

ALM-37 DEEP FREEZE



The ALM-37 allows you to temporarily freeze enemies, making them an easy target for further attack. It also allows you to freeze terrain, making it temporarily nondeformable.



The elevator takes you into the heavily guarded communication center. Your new objective is to take their communications offline. Immediately create cover for yourself to absorb the fire from the Dragon's Breath turret. A direct frontal assault is not advised. Instead, turn left and hightail it to the facility wall. Raise the terrain beneath a corner of a metal grate to gain entry to a side hallway. Engage and defeat the Invader and two Raptors that guard it.

DATA CELL



Once you enter the hallway, turn left to find a Data Cell.

TIP

Use the ALM-37 to freeze an enemy and then rush up and use a melee attack on the helpless foe. One hit is sufficient to shatter nearly any Pacifican soldier.



When the hallway is clear, pick up a Raptor rifle and move to the left of the open door. The Dragon's Breath will track to your new position, but one clean headshot at the operator is all it takes to eliminate the threat. Sweep up the remaining Pacificans, using the ALM-37-and-melee combo on the Invaders and Raptors. When all is quiet, approach the two control plugs on either side of the Dragon's Breath and raise the terrain beneath them. Doing so opens the access door to the turbine room.

DATA CELL



A hard-to-reach Data Cell is on the second floor hallway, opposite the hallway you used to flank the turret. To get it, spike the terrain beneath the first metal grate (the one with the crate sitting on it) and quickly hop onto the grate. The crate slides against the wall allowing you to hop through the opening.

causing a chain reaction that destroys the radar array and opens a hole that leads deeper into the facility.

Head to the surface where a Sherman, an Invader, two Raptors and two Dragoons wait to collect for the damages.



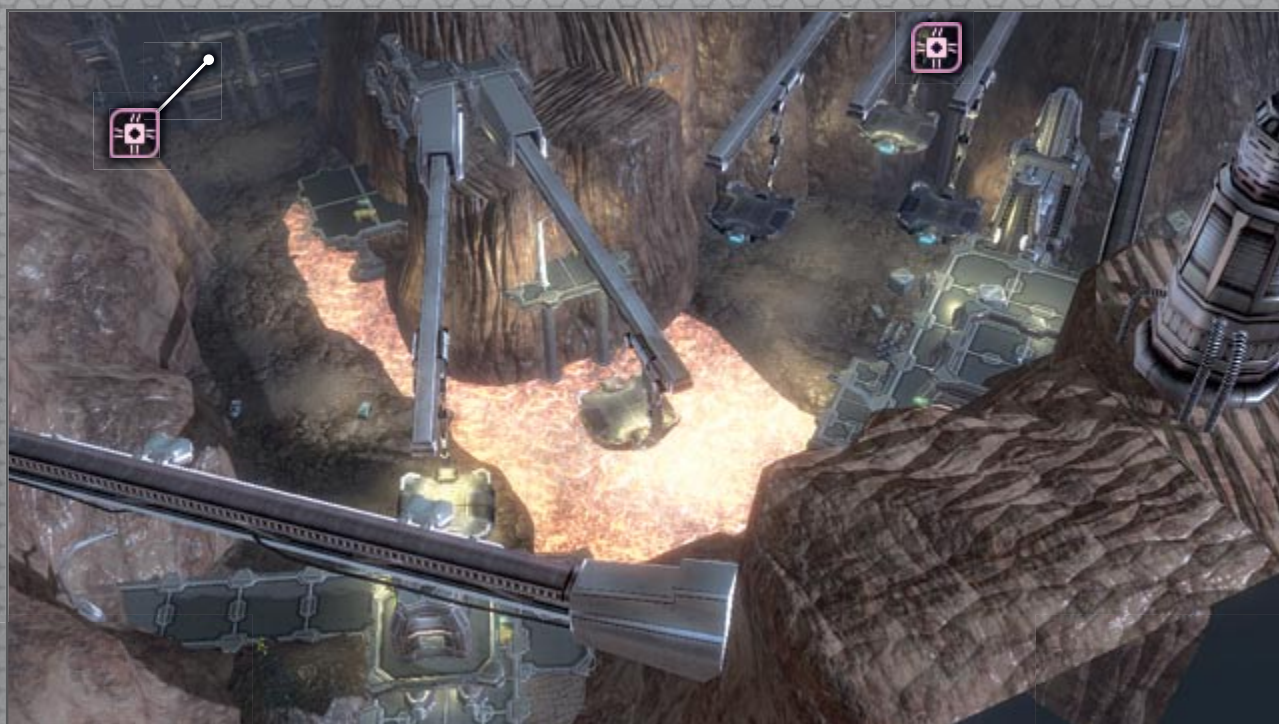
You can confront them or simply turn around and drop through the hole in the roof. The hole in the roof leads to a long hallway with an elevator at the far end. Three Dragoons guard the elevator; a minor delay at best.



Enter the turbine room and clear each side of the two Raptors, one Dragoon and one Invader that defend it. To stop each turbine, raise the terrain beneath them until the earth contacts the blades. Then, quickly freeze

the raised terrain with the ALM-37. Unable to cut through the frozen earth, the turbines explode,

Data Cells: 49 of 100







Exit the elevator and proceed to the next area. Two Dragoons rush to make your acquaintance while a third

plays a game with several creepers ... and loses. Take care of the Dragoons and then equip the Lodestone from the weapon crate. Tag each of the suspended platforms with the Lodestone until they line up and create a makeshift walkway. Hop from one to the next to reach the other side.

DATA CELL



A Data Cell sits beneath the ramp that leads into the Creeper holding area. Be quick to retrieve it; Creepers are quick and dangerous.

CHEETAH



The Pacifican Cheetah is engineered for speed and is continually moving. You must be quick and accurate when targeting Cheetahs or they'll be off to a new position.



Cheetah's never stay in one place too long so use your Lodestone to pull them in and then give 'em a taste of your Invader Shotgun.

Line up the platforms using the Lodestone and hop over the high wall. A couple more Cheetahs fire at you



from the ground and from a raised platform. Fire a Lodestone round into the lava near the soldiers and watch them get sucked into the molten lake! Who said war isn't fun? Reload the Lodestone at the weapon crate and descend the ramp to the lower level. Pick up the rare Vortex grenade and move on.

DATA CELL



Don't forget to grab the Data Cell near the Vortex grenade weapon crate.



Make haste as you travel overland or risk becoming dinner for hungry Creepers. At the next platform, Entrencher Jump onto the high tower to reach more hanging platforms. From the tower, target the first platform and hop on. Then, strike the next hanging platform until you are able to reach the other side.

DATA CELL



Use the middle platform to reach this faraway Data Cell. Target both the track above the platform, and the platform to the left, to slowly pull it toward the Data Cell.



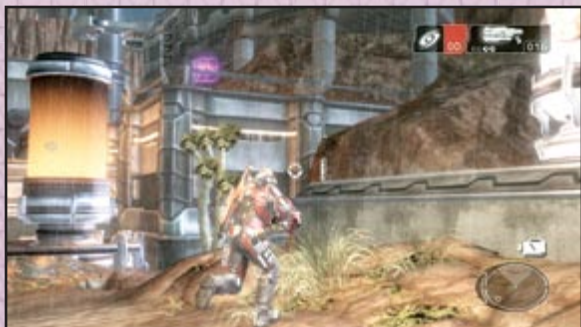
Only Creepers inhabit the next area, so jump down from the high wall and move through the large doorway,

into the hallway beyond. Col. Lawrence drops an Alliance shield buster to disable the interlaced shield blocking your path. First things first, though: you must eliminate the significant Pacifican threat in the immediate vicinity.

Take cover and pop the troops directly ahead of your position. Save your heaviest weapon for the Sherman that waits around the corner—that Vortex grenade you picked up recently would be a good choice! When the smoke clears, use terrain deformation and the Lodestone rifle to lead the shield buster into the shield.



DATA CELL



Entrencher Jump to get the Data Cell sitting on the walkway to the left of your starting position.



Jump up to the large platform on the left side of path and grab the Black Widow from the weapon crate. Use it

to obliterate the contingent of Pacifican troops that enters the battlefield on your left. Hop down and grab the ALM-37 that rests beneath the platform on the valley's opposite side. Move on and make sure you pick up the Vortex grenade from a platform high above the ground.

DATA CELL



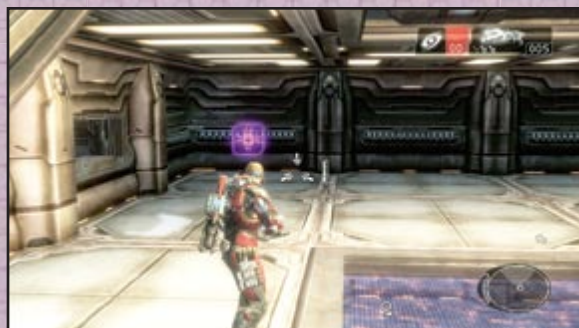
Grab the Data Cell on the platform next to the Black Widow weapon crate.



The main gate is guarded by ten baddies. Use the ALM-37 to freeze the tougher enemies

and finish them with either a punch, an Entrencher Stomp, or a few rounds from your other weapon. Sheer numbers give the defenders the advantage, so build cover and fight smart. To disable the shield, enter the bunker by lowering the terrain in front of the pipe on the bunker's left side. Then raise the terrain below the scrambler to destroy it. Finally, use the shield buster to disable the interlaced shield and then enter the stronghold.

DATA CELL



Grab the Data Cell in the bunker before you destroy the shield.

Recon

Col. Lawrence believes the research facility houses a supercomputer that may provide a clue regarding the weakness of the Dreadnought.

New Weapons: Rhino**Data Cells:** 20**Augmentation(s) Granted:** None**New Enemies:** Bolla



Grab the Invader from the weapon crate and proceed to the end of the platform. Creepers inhabit the area so tread quickly and Entrencher Jump to reach the elevated platform. Use the Invader to inflict critical damage to the Raptors that rush toward you.

DATA CELL



A Data Cell sits on a walkway to the right of the Creeper-infested area.



Progress up the stairs and onto a walkway littered with Pacifican corpses. The walkway gives way beneath

your feet and you fall to the ground. From the near side of the XP-61 river, raise the terrain beneath the broken section of stairs. Use your Entrencher to create a land bridge through the toxic material and quickstep it to the other side. Jump onto the broken walkway and follow the catwalk. You find the Alliance reinforcements in the next room; unfortunately, something much bigger found them first.

NOTE XP-61 is a toxic substance manufactured by Sheridan for a purpose that has yet to be determined. The viscous liquid corrodes anything it touches, including shields and armor; so avoid contact with it at all costs.

DATA CELL



A Data Cell sits just beyond the river of XP-61 to the right.

BOLLA



The Bolla is a heavily armored and formidable opponent. It takes agility, skill, and a

lot of patience to best one. Make one mistake and they won't be able to ID your corpse.



The Bolla has weak spots on its back, abdomen, and eyes. Only direct hits on those areas will injure it. As you inflict more and more damage to each area, the weak spot changes color, from green to red. Turn all



three weak areas red to make the Bolla fall.

The Bolla's attacks are pretty straightforward. Get too close and it stomps the ground, sending shock waves in all directions. A well-timed jump will avoid any damage.

From medium range, the Bolla charges you, throwing its considerable weight and strength at you. A

direct hit from the Bolla will kill you instantly, while a glancing blow will deplete your shields. The good news is that the Bolla exposes its back if it misses you. Take advantage of its momentary disorientation and sink a few rounds into its soft spot.

At a distance, the Bolla hurls large, energy-filled boulders. They are attracted to your suit's power so their trajectories are not always straight. Entrencher jump away from them and quickly take a few shots at the Bolla's face and abdomen.



The Raptor is a very effective weapon against the Bolla, thanks to its accuracy at any range.

The Pacifican machinegun and the Invader are useful, but you must get in close to score multiple hits. Forget grenades altogether; they have no effect. You can freeze him with the ALM-37, but the effect is short-lived and wears off by the time you switch weapons. Using the Lodestone to force the boulders he throws back at him does no damage, but it is a great strategy to defend against them. The bottom line is, keep moving and take every safe opportunity to score a few hits.

After the Bolla is defeated, Creepers move into the area. Destroy or ignore them and move through

the exit tunnel. An Alliance dropship greets you with a new toy, the TDV-1. This is an armored vehicle capable of traversing even the toughest terrain. Jump into the driver's seat and get used to your new ride.





Drive over the edge of a high cliff, turn left, and then boost-jump over the stream of XP-61. Pass beneath the first of many large archways that turn from red to green to signal a checkpoint.



Boost over two parallel streams of XP-61 and continue on. You meet resistance around the next bend, but the auto-turret on the TDV-1 will make short work of it. Fire a few torpedoes to seal the victory and then put the corpses behind you. Deal with the next pair of Pacificans the same way and then use the metal ramp to boost over the ravine.

DATA CELL



Exit the vehicle and Entrencher jump to reach the Data Cell atop the structure.

tower guarded by a Sherman. Use a torpedo to bring down the tower and disable the interlaced shield that is blocking the road.



DATA CELL



To reach the Data Cell on the high walkway, run up the hill that leads to the shield and Entrencher jump to the walkway from there.

Grind beneath the lowered gate to reach the other side and drive until you reach an area with a large



Grind under two gates, crushing anything that opposes you under the TDV-1's large wheels. You'll also need to grind to make it up steep, slippery slopes.



DATA CELL



Stop and exit the vehicle immediately after grinding up the second of two consecutive hills. Entrencher jump to the walkway on your right and backtrack to retrieve the Data Cell that sits high above the road.

Boost-jump over a large lake of XP-61 and destroy the Sherman tower to disengage the interlaced shield.



DATA CELL



A Data Cell sits on a high walkway a bit farther down the road from the lake. Exit the vehicle and Entrencher jump to reach it.





Grind beneath another gate and continue on until you reach a Pacifican dropship. A Sherman fires at you from the dropship, so stopping the TDV-1 and letting the auto-turret handle it is inadvisable. Instead, exit the vehicle and grab the Bangalore from the top of the nearby structure. Use the structure as cover and bring down the ship with three direct hits. Jump back into the driver's seat and move out.

Grind underneath the lowered gate and navigate the wreckage of the dropship. Grind and boost your way to the top of the steep path and then boost over the ravine using the metal ramp.



DATA CELL



The ruins of a downed Alliance aircraft hold another Data Cell.

Boost over another chasm, grind beneath another gate, drop down and head toward the lake of XP-51. A

Sherman and three Raptors await your arrival. Let the TDV-1's autoturret take care of the Sherman before you exit the vehicle and handle the Raptors yourself.



DATA CELL



A Data Cell sits within the small structure, one level below the Black Widow weapon crate.



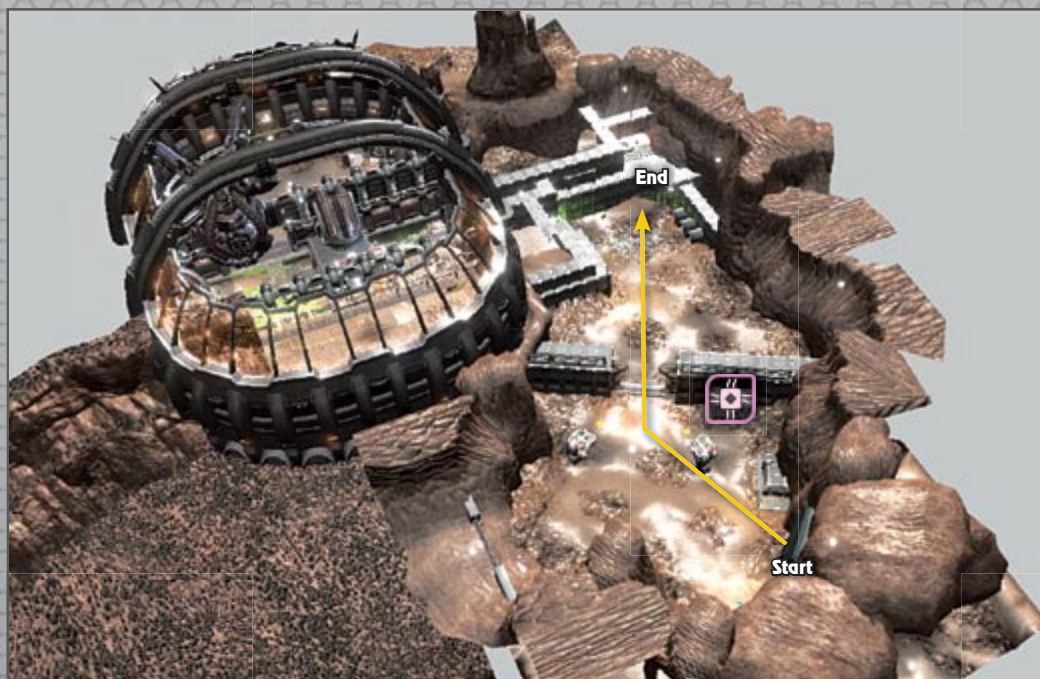
Drop off of a ridge, grind beneath a gate and boost up a steep hill.

DATA CELL



At the top of the steep hill, exit the vehicle and Entrencher Jump onto a walkway to your left to nab a Data Cell.

Data Cells: 64 of 100



Soon, you come to a courtyard guarded by two Shermans. Take them out, along with the towers

they stand upon, with a couple of direct torpedo hits.

DATA CELL



Exit the vehicle and approach the large metal grate that sits to the right of the gate. Elevate the terrain beneath it to reveal a Data Cell and an ALM-37. Grab them both.



Proceed through the gate to reach the end of the line. Take out the four Raptors and then exit the vehicle. Raise

the terrain beneath the XP-61 stream and cross to the other side. Head to the right corner and ride a spike to the walkway above. Drop down into the maintenance tunnels.

The super-computer is close. Travel through the tunnels until you come to the river of XP-61. Raise the terrain beneath the goo and move to your right. Take the first left and, at the T-junction, turn right. When you arrive in a large cistern, raise the terrain beneath the broken section of stairs and use it to exit the sewer.



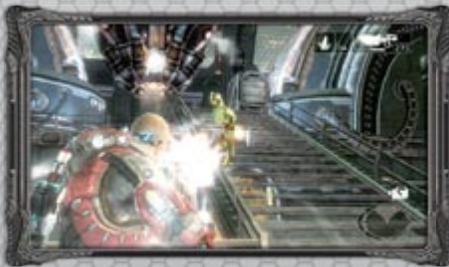
DATA CELL



At the T-junction, turn left to reach a Data Cell.

TIP

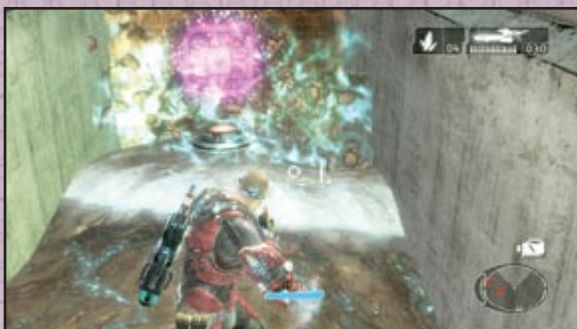
The XP-61 dissolves the terrain very quickly, so move with haste. If you need more time, use the ALM-37 to freeze the ground in place, slowing the rate of the terrain's decay.



Climb the stairs that lead to the super-computer and eliminate the Raptors on your way up. Grab a Raptor rifle for

the upcoming Bolla battle and walk toward the light bridge. The light bridge deactivates and an interlaced shield blocks the way to the supercomputer. Drop off of the ledge and ascend the stairs to deactivate the generators that power the shield.

DATA CELL



A Data Cell sits at the end of an XP-61 stream that begins to the right of the stairs. Raise the terrain to safely traverse the acidic glop.



Two generators and four confinement tubes, each housing a Bolla, line the walls. Raise the earth beneath the first generator to destroy it. The loss of power short-circuits the nearby stasis tubes and two Bollas stumble from their hibernation. Fortunately, neither survives its rude awakening. Destroy the second generator and two more hulking brutes are released. This time, only one flatlines. It's up to you to send the survivor to its *final* resting place.

Second verse, same as the first. This battle is identical to the last one, so keep moving and be patient—you'll eventually wear down the giant, but every mistake is costly.

NOTE

It doesn't matter which generator you destroy first; you always end up fighting a single Bolla.

RHINO



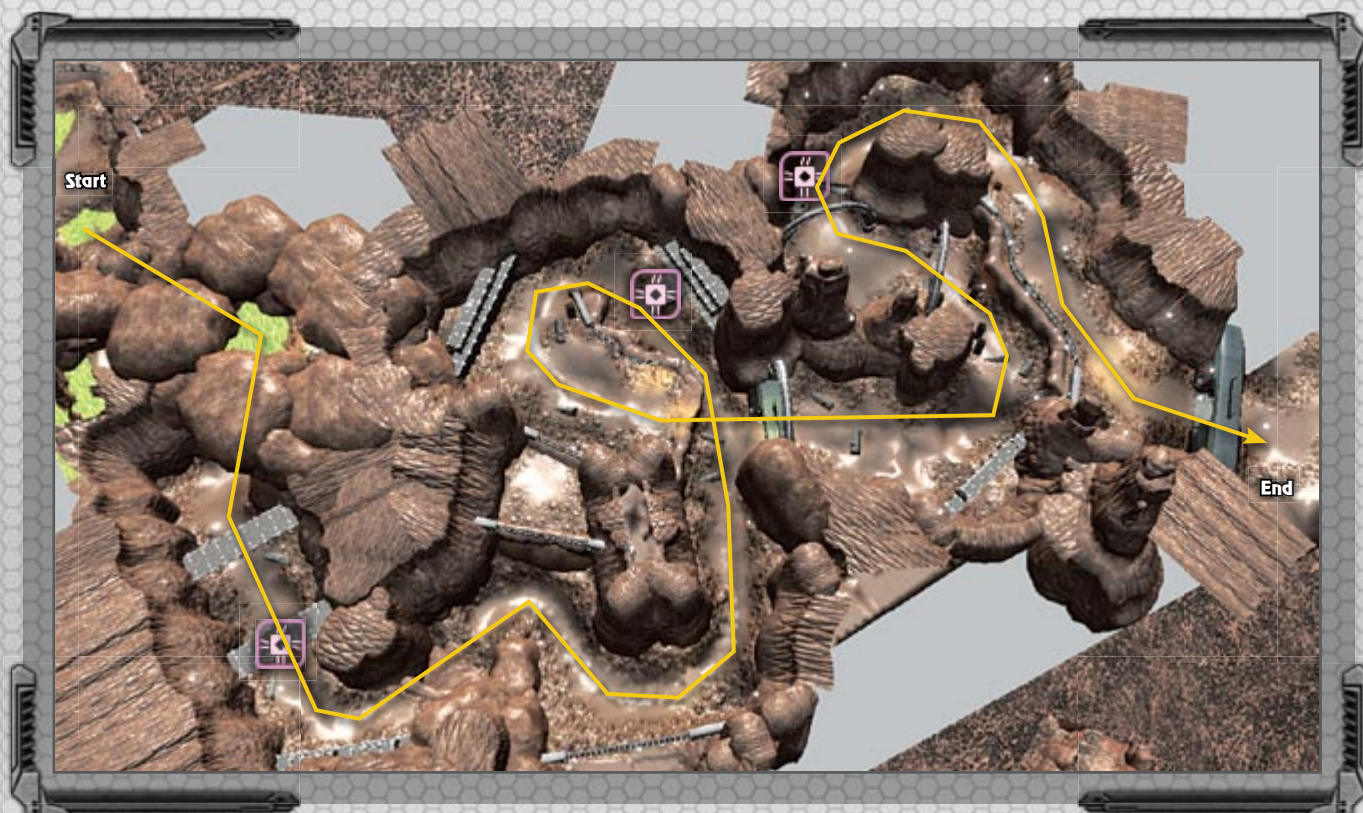
Defeated Bollas drop the Rhino. The Rhino weapon creates an energy-infused boulder that you can fire at foes. It destroys any person it comes in contact with, including you!



With the interlaced shield deactivated, you are now free to access the supercomputer. You learn of the Dreadnought's origins and its ties to the manufacturing of the XP-61. Your new objective is to escape the base. Three Raptors are dispatched to stop your evacuation. The supercomputer platform provides no cover, so you must finish them off quickly. Fire a Rhino round at them when they drop down to the lower platform and let it do its thing.



Three more Raptors await your return to the Bolla room, but adequate cover makes this an easy fight. Exit the dome to find another TDV-1 waiting for you. Hopefully, the keys are in the ignition! You've already passed the first crash course in driving the TDV-1, so put your skills to the test and head for the exit.





Drive through two gates and boost-jump over three lakes of XP-61. Remember, you can create a ramp by grinding down the mud in front of any lake or stream.

DATA CELL



Just past the third toxic lake, a Data Cell sits on top of an elevated walkway. Exit the vehicle and Entrencher jump onto the structure to reach it.



A bridge gives way under the weight of the assault vehicle. Boost through the rubble and continue your escape. Past the broken bridge, rubble comes crashing down, blocking the road. Go around or power through it.

DATA CELL



Another Data Cell sits above and to the right of the road, just past two sunken pillars. Take a moment to snag it before proceeding.

Mariko whispers that they are loading her cell into a dropship. Just ahead, a raised piece of earth makes a perfect ramp to execute a long jump over a tall wall. Be sure you hit the ramp at top speed or you'll have to circle back around and try again.



Steep hills and ruins litter the next area. Navigate the obstacles and let the TDV-1's turret take care of the lone Sherman.

DATA CELL



Yet another Data Cell sits atop the ruins of a wall.



Grind beneath the broken wall and then face an avalanche of metal pipes. They'll slow you down and damage your shield, so wait until they get close and scatter before you boost through them. A Sherman fires explosive orbs from the crest of the hill: either let the turret take him out or leave him in your wake.



Pass through a massive gate and drop off of a small cliff to reach a broken concrete ramp guarded by a Sherman. Boost over, or grind beneath, the broken wall. Another Sherman engages you on the other side. Let your auto-turret target and destroy him.



DATA CELL



After boosting over the small wall, exit the TDV-1 and Entrencher jump to the top of the platform on your right. A Data Cell is yours for the taking.



Another large jump is required after you defeat the second Sherman. Creep up to the edge of the cliff to see

the direction you must go, and then back up and boost over the ravine. Grind beneath the low wall and continue your leisurely drive.

More barrels come crashing down the hill. Let them run into a row of explosive barrels. The resulting explosions halt their momentum. Drive carefully over the barrels, minimizing the damage to your shields. At the top of the hill, a Sherman fires at you from an elevated position. If you're taking a beating, quickly drive over a high cliff and stop. The Sherman will lose its line of sight.

DATA CELL



A Data cell sits inside the rubble of a concrete wall on the road's left side. Climb the broken section of the wall to reach it.



beneath a closed one. A pond of green goo blocks the road. Grind down near the shore to create a ramp and then use it to boost over the toxic obstacle.

Raptors and more falling pipes wait to congratulate you on your successful jump. Ignore the Raptors and quickly drive to the far left of the road to avoid the pipes. Another long jump awaits. Destroy the Sherman in the tower and then create a

Boost-jump over a small ravine and drive onto a metal bridge. A car explodes, cutting the bridge in half. Boost-jump over the makeshift ramp to the other side. Pass through an open gate and grind

ramp by grinding down the terrain. Boost over your homemade ramp and meet another welcoming party that waits to shower you with high-caliber adoration.

TIP

To build a suitable ramp, start at the end and work backward. Grind as you drive in reverse, creating an ever deeper cut.



A Sherman stands above the interlaced shield and two Raptors have taken refuge in the ruins. Allow your turret to fulfill its purpose and then torpedo the Sherman tower to lower the shield. Make sure you grab the ST-4 from the weapon crate before leaving the area.

DATA CELL



Entrencher jump onto the tower platform to reach the last of the Data Cells in this area.



Grind beneath a low gate and introduce a pair of Raptors to Mr. Auto-turret. They're not likely to forget the meeting. Drive off a cliff and boost up the steep hill beyond to reach the termination of your four-wheeled journey. If you make it through the war, make sure you add the TDV-1 to your Christmas list. But make it a Hybrid model ... it's better for the environment.





Hoof it through the hallway. You see Sheridan boarding a dropship full of XP-61 crates. Mariko remains behind, imprisoned in a containment cell. Grab the Scorpion and perforate some Pacificans from long-range. Make each shot count, though, as the Scorpion comes with very little ammo. Target the Raptors first and then remove some green plasma from the Sherman with your remaining rounds.



NOTE

Explosive barrels and loosely tied pallets of pipes can all be used to turn the tides in your favor. Also, a discarded Bangalore resides inside the bunker—just what the exterminator ordered to get rid of the Sherman infestation.

DATA CELL



Two Data Cells are to be had in this area. The first is below and to the left of the upper platform. The second is hidden inside the ground floor of the bunker. Get it before you kill all the Pacificans.



When the last Pacifican is defeated, Act 2 is in the books. Mariko is saved, and with her, the hopes of the beleaguered

Alliance. It's time to take down the Dreadnought, or die trying.

Act 3

Pacifican forces have lowered the civil defense shield around Washington D.C. The Atlantic Alliance is responding with a massive counterattack and is holding back the Pacifican threat ... for now.

Washington DC Intro

Your orders are to make your way to the basement of the White House and reconnect the beams that will restore the city's defense shield. Pacificans have infiltrated the area, so resistance will be heavy.

New Weapons: IFR-19

Data Cells: 10

Augmentation(s) Granted: 3rd Shield

New Enemies: Spike Hydra



3RD SHIELD

With the 3rd Shield augmentation, your shields are now fully upgraded.

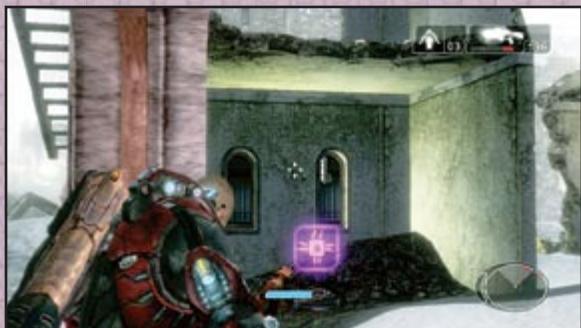


Approach the Tectonic grenade crate and then immediately take cover behind the concrete barrier. Twelve Raptors and four Invaders rush in, all guns blazing. Don't be stingy with the grenades you just picked



up; they'll deal damage and create much-needed cover. After the ground-level forces have been dealt with, sprint across the street and enter the second floor of the ruined building from a fire-escape ladder against the right, outer wall. Deal with the Raptors inside and use your elevated position to fire on the enemies on the ground, as well as those in the ruined buildings across the street.

DATA CELL



The first floor of the first ruined building contains a Data Cell.

TIP

Wrecked cars explode when hit with an explosive round or heavy weapon fire. Use this to your advantage when an ignorant Pacifican seeks cover near one.



When you've significantly whittled down the enemy force, leap from the second floor and quickly make your way into the buildings farther down and on the opposite side of the street. Entrencher Jump to the second floor and grab the discarded Black Widow sitting on a broken platform at the rear of the structure. Stay on the upper floor and target all visible Pacificans.

NOTE

To survive urban warfare, you need to use cover and height to your advantage at every opportunity.

DATA CELL

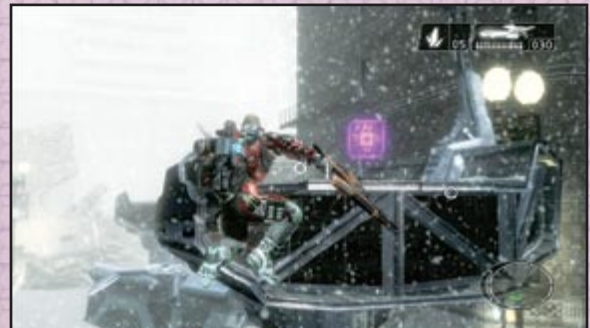


A Data Cell sits on the second floor of the second building on the left side of the street.

TIP

Aside from cover and an elevated firing position, ruined buildings oftentimes contain discarded weapons. Search them all or risk running low on ammunition.

DATA CELL



Another Data Cell sits atop a broken section of walkway, far above street level. You need to elevate the terrain and then ride a spike to reach it.



Continue up the street and engage the Invaders and Raptors that lurk around the next corner. If you grabbed the Black Widow from the ruins, use it now. Expect more resistance as you travel down the next street.

Duck into destroyed buildings at every opportunity to find cover and a much needed respite from the continuous barrage of gunfire.



Raise the terrain beneath the broken walkway and Entrencher Jump on top of it. Shermans,

Invaders and Raptors await your arrival. Unleash the big guns to deal with them and continue down the walkway. A Scorpion sniper rifle sits at the corner of the walkway, awaiting your able hands. Make use of its scope and pick off distant Pacificans. As you travel down the walkway, Pacifican Raptors fire at you from across the street. Use the Scorpion sniper rifle or a Raptor rifle to cut them down. When the seemingly endless parade of troops are dead, leap from the elevated walkway and continue your trek at street level.

DATA CELL



A Data Cell sits on the second floor of a burned-out building on the left side of the street. It's visible from the end of the elevated walkway. The adjacent ruins contain a discarded Black Widow. Grab it for the skirmish ahead.

DATA CELL



Once you turn the corner, a Data Cell sits on the second floor of the first building on your right.



Lawrence marks the exit on your motion tracker. The door is locked, so you have to enter through the gaping hole

in the third-story wall. Raise the terrain beneath the hole and Entrencher Jump up to enter. Grab the Vortex grenade from the weapon crate and hop down through the hole in the floor. Turn around and exit into the back alley.

DATA CELL



A Data Cell rests on the roof of the building across the street from the exit. Raise the ground near the building's front corner and then ride a spike up to reach it.



Four Raptors and two Invaders meet you in the back alley. Entrencher Jump onto the catwalk and engage them.

DATA CELL



Entrencher Jump to reach the Data Cell on the back-alley catwalk.

IFR-19 CATAPULT RIFLE



The IFR-19 fires manually detonated projectiles that follow a straight trajectory until they meet, and bounce off, objects.



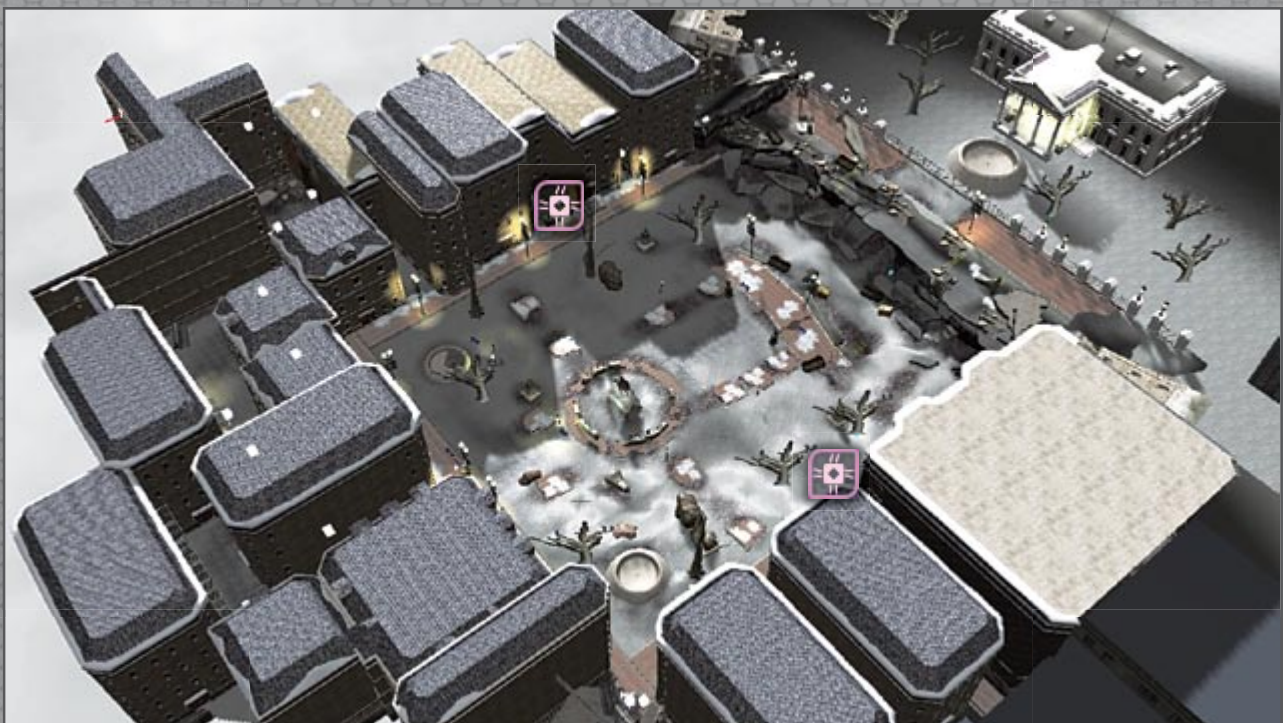
As you move through the alleys, stick to the catwalks as much as possible or the sheer number of Pacifican troops will

surely overwhelm you. While on the ground, divide and conquer by raising the terrain between units or groups of units. An IFR-19 weapon crate sits at the end of the alleyway. Entrencher Jump over the high gate and enter the courtyard.

DATA CELL

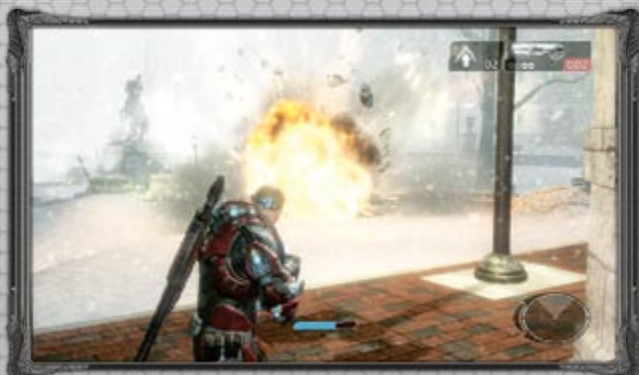


A Data Cell is perched on the third-story catwalk on the right side of the alley, just before you reach the courtyard. Raise the earth and Entrencher Jump to obtain it.





Raptors infest the courtyard. Grab the Scorpion from the weapon crate on the courtyard's right side, and then take cover behind the large pedestals that line the perimeter and engage them at range. Or, build cover in the courtyard itself and get up close and personal. After the Raptors are dispatched, Pacifican droppods, carrying Cheetahs, crash into the courtyard.



Don't get caught in the open when facing the four Cheetahs or they'll tear you apart with small-arms fire. Find some cover and use the motion tracker to track their movements. When they appear nearby, leave cover and hit them with the hardest-hitting weapon you have. After they've been dispatched, another new threat appears.

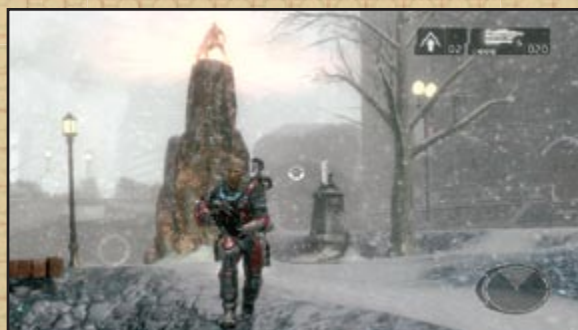
DATA CELL



Two Data Cells can be found within alcoves located on opposite ends of the courtyard.



SPIKE HYDRA



Spike Hydras get their name from the spikes they both create and draw power from. They are only vulnerable when they've been brought down to earth.

A Lodestone is the perfect weapon to bring down the Spike Hydra. Fortunately, a Lodestone weapon crate



sits at the base of the courtyard's central statue. Fire it at the spike on which the Spike Hydra is standing and knock it off of its molten pedestal. Quickly switch weapons and lay into the Spike Hydra as soon as it hits the ground. Repeat this tactic a few times until the confrontation ends in your favor.

Generator Beams

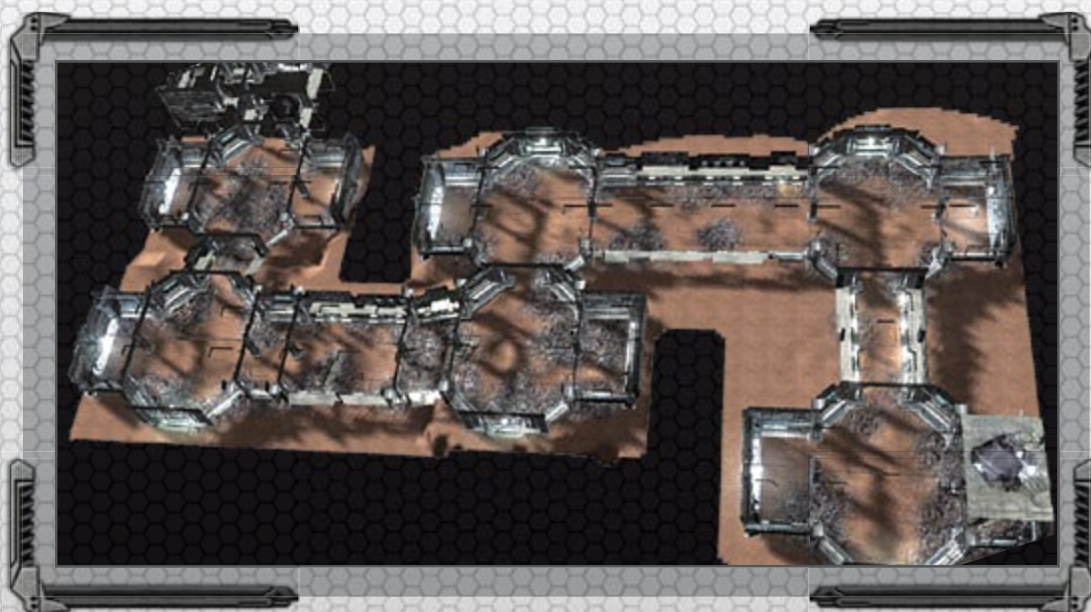
The Dreadnought reaches the White House and replaces the Oval Office with a Dreadfootprint. The resulting tremors open up the ground and you fall into the generator tunnels. Your objective is to restore power to the main shield generator.

New Weapons: None

Data Cells: 7

Augmentation(s) Granted: 2nd Strength

New Enemies: None



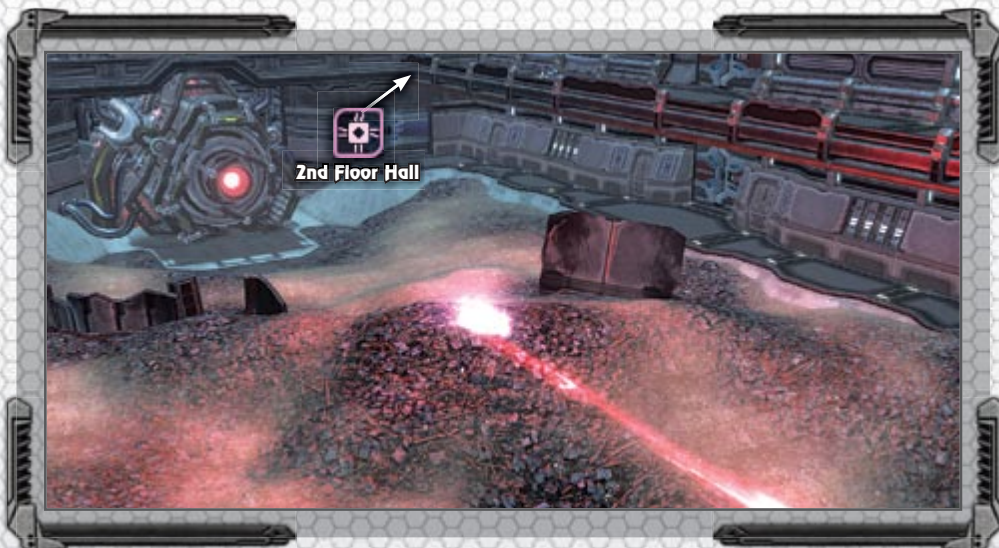
2ND STRENGTH

The 2nd Strength augmentation allows you to deal maximum damage with your forearm, and also causes you to lunge at your target if they are close enough, making it easier to make contact with them.

It's time to use your Entrencher as a weapon. Raise the terrain beneath the Pacificans to crush them against the tunnels' low ceilings.



There is only one way to proceed through the tunnels, so don't worry about getting lost. When you reach what appears to be a dead end, subsonic [lower] the terrain and crawl under the debris.



TIP

If your shields take a beating, raise the terrain up to the ceiling and separate yourself from hostile forces. Wait until your shields are fully recharged, then lower the terrain and proceed.



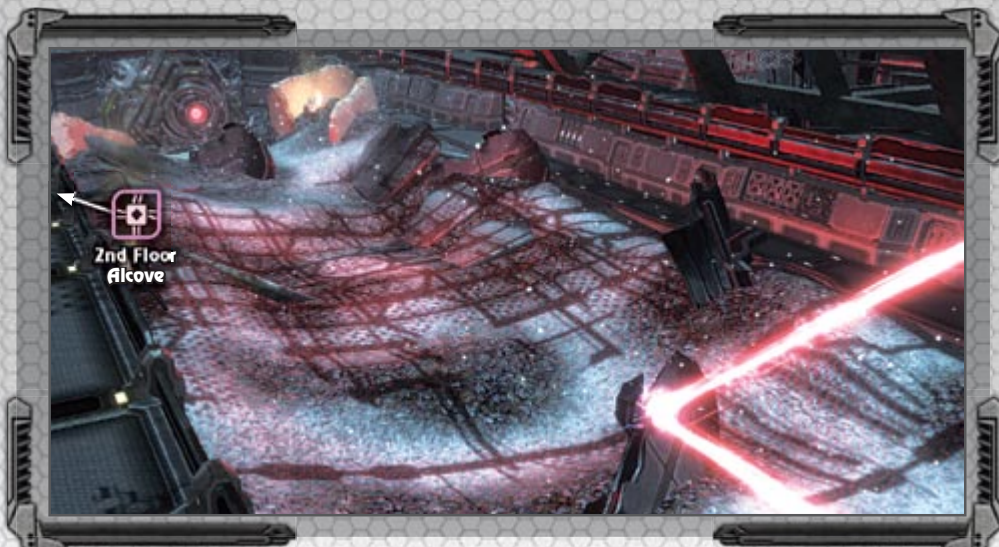
Inside the first generator room, you must reconnect the energy beam to the receptor. Lower

the terrain beneath the beam to reestablish the connection. You also need to dispatch the Dragoons and Raptors before proceeding through the right hallway.

DATA CELL



A Data cell sits on the 2nd floor walkway between the first and second generator rooms. From the first generator room, take the left hallway, hop up to the second floor and backtrack.





Lower the terrain beneath the rebar to enter the second generator room. Grab the Bangalore and move into the room. Two large chunks of debris are blocking the energy beam. Lower the terrain at the base of both pieces to reconnect the beam to the receptor. Finish off the remaining Pacificans; shield generator alpha powers up.

DATA CELL



A Data cell is located in the second generator room, within a second floor alcove, above the objective marker.



Follow the waypoint to a doorway on the right wall. Fight through the Raptor and Sherman, and grab the IFR-19 from

the weapon crate. A small contingent of Pacificans awaits you at the top of the hill. Bounce a few IFR-19 rounds off the ceiling and detonate them on the other side of the hill. Ascend the hill and continue moving through the tunnel, taking on and defeating all challengers.





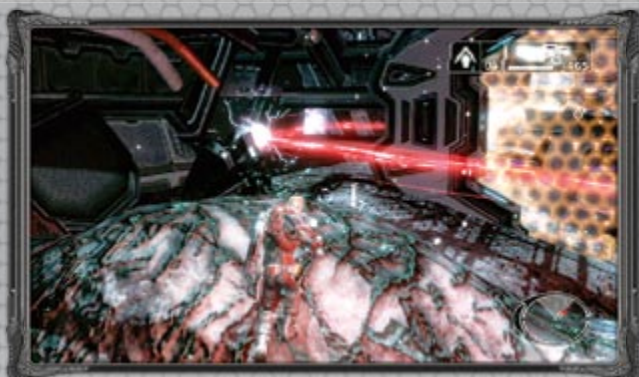
Once you reach the next generator room, you must redirect the beam around the large obstruction.

Raise the terrain at the base of the two smaller pieces of debris so that the beam reaches the receptor. Proceed through the lower-right door and subsonic the terrain at the end of the hallway to reach the next room.

DATA CELL



A Data Cell lies hidden on the opposite end of the room from the receptor.



The next generator room contains an interlaced shield that is preventing the beam from reaching



the receptor. You need to bring the shield down by deflecting the beam around it. Raise the terrain beneath two

smaller pieces of debris to redirect the beam and bring down the shield. Once the shield is down, lower the terrain beneath the piece of debris that is blocking the beam.

DATA CELL

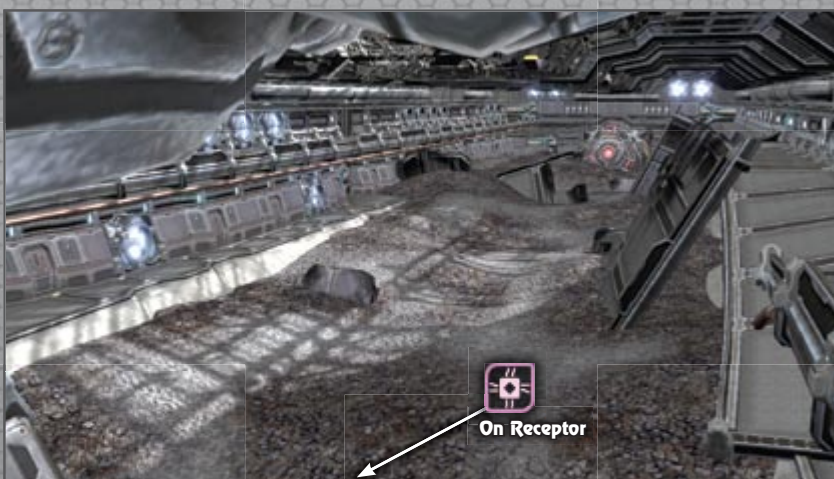


Once you enter the generator room with the interlaced shield, move to the other side and backtrack through the left hallway. Hop onto the second floor to find a Data Cell.

DATA CELL



A small alcove on the upper level of the generator room contains a Data Cell.



On Receptor



After another jaunt through a blocked hallway, you enter the third generator room powering shield

generator bravo. A Spike Hydra is sent in to cut your progress short. Track it on your motion tracker and concentrate your fire on the spike it lands atop. When it falls, hit it with all you've got. After the battle, destroy the spikes and subsonic the terrain beneath the debris to clear the beam's path. Two down, one to go.

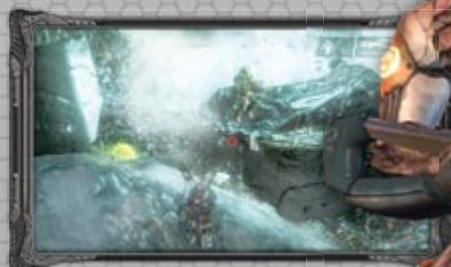
DATA CELL



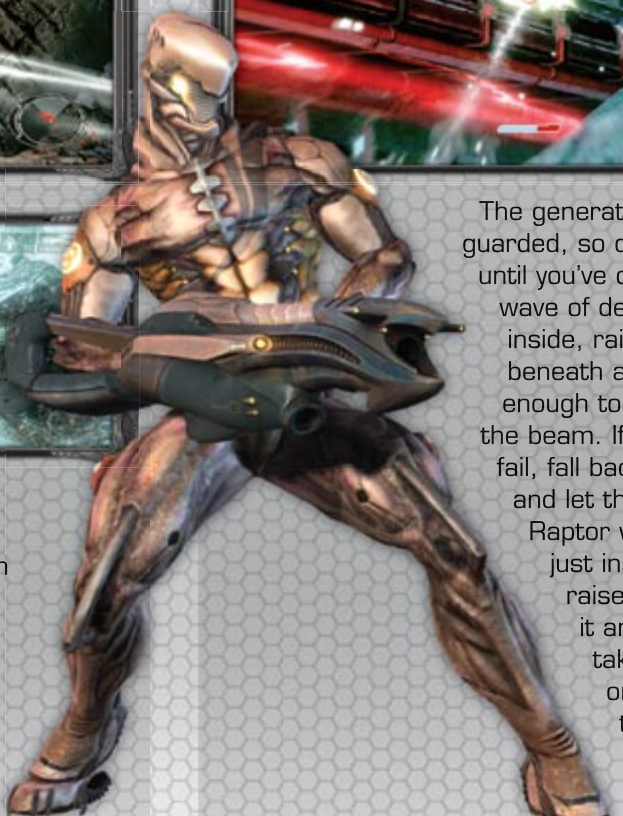
A Data Cell sits above the receptor.



Move through the first-floor doorway and the connecting tunnel to reach the next generator room. Many Pacifican troops stand in your way, so it won't be a leisurely stroll. Use grenades to keep the heavily armored Invaders from getting in close, and seek cover behind debris whenever your shields take a beating.



The generator room is heavily guarded, so don't venture in until you've defeated the first wave of defenders. Once inside, raise the terrain beneath any enemy foolish enough to be standing below the beam. If your shields fail, fall back to the hallway and let them recharge. A Raptor weapon crate sits just inside the door; raise cover to reach it and then use it to take down enemies on the far side of the room.



DATA CELL



Look beneath the broken walkway to find this Data Cell.



Climb the walkway on the room's right side and defeat the three Raptors positioned there. Then, subsonic the terrain beneath the pile of boxes to reconnect the penultimate beam. Exit the area through the lower door on the left-hand side of the room.



The final generator room contains a Bolla. Destroy it methodically and then lower the terrain that is blocking the beam. Your objective is complete.



Data Cells: 92 of 100

Take Down the Dreadnought

With the beams reconnected, the city's defense shield is back online. Brody and Lawrence realize that General Sheridan is waiting for the Alliance reinforcements to arrive before he releases the XP-61. The only chance is to stop the Dreadnought before it can release the toxin.

New Weapons: Mole Mine Launcher

Data Cells: 8

Augmentation(s) Granted: None

New Enemies: None





Your triumphal return to street level is heralded by a large force of Pacificans bent on cutting the

celebration short. Build cover between the trio of Alliance soldiers and the Pacificans stationed across the street. Although your allies will eventually fall, they will draw the enemies' attention away from you. Use the corner of the building for cover and engage the Raptors on the second story of the adjacent building first. Then, use grenades to keep the Dragoons at street level at bay.

DATA CELL



A data Cell is nestled in the upper floor of the first ruined building on the right side of the street.



Raptors fire at you from a wall of debris farther down the avenue. Abandon the wide-open street and take to the upper floors of the ruined buildings on the street's right side. You can jump from building

to building and target the remaining Pacifican forces from the cover of the structures.

DATA CELL



A Data Cell is located on the second floor of the second ruined building on the left side of the street.

TIP

Remember to search the ruins for much-needed ammunition and weapons.



Move through the hole in the wall. A Sherman appears to exchange pleasantries. Use the debris as cover and return the sentiment with a high-caliber greeting from your most powerful weapon. Follow the street to its termination and turn right. Drop down; Lawrence reminds you to get to the demolition team.



A discarded Mole Mine Launcher sits on the left side of the street. Pick it up and quickly empty the clip by aiming

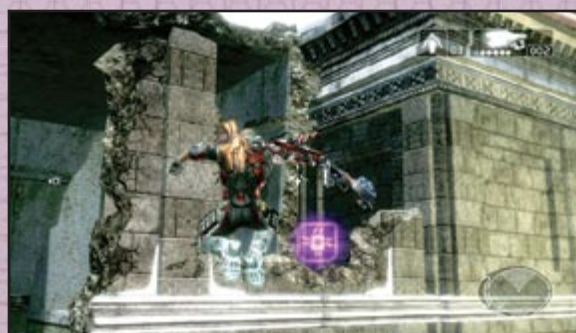
at the feet of the four Raptors and two Dragoons blocking your progress. Keep the Mole Launcher as a secondary weapon; you'll need it up ahead.

MOLE MINE LAUNCHER



The Mole Mine Launcher fires explosive projectiles that burrow just beneath the surface. The mines activate and move toward any nearby movement, detonating as they do so.

DATA CELL



Entrencher Jump to the second story of the third building on your right to reach a Data Cell.



The remains of the demolition team's dropship, and those of the demolition team, litter the battlefield

near the objective marker. Pick up the charges in the hull of the crashed ship and continue moving toward the Dreadnought.

NOTE

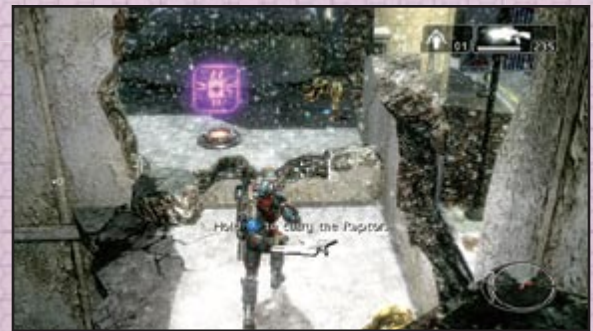
Once you pick up the charges, all of your Tectonic and Subsonic Grenades will be super-charged. Use them against the enemies guarding the Dreadnought.



A large force of enemies is stationed at the end of the street. Take to the ruined buildings on

the left side to effectively engage them. Drop some mines at the Hydras' feet to quickly dispatch them and then turn your attention to the less formidable bad guys.

DATA CELL



Another Data Cell sits on the upper floor of the third ruined building on the left side of the street.



Data Cells: 96 of 100

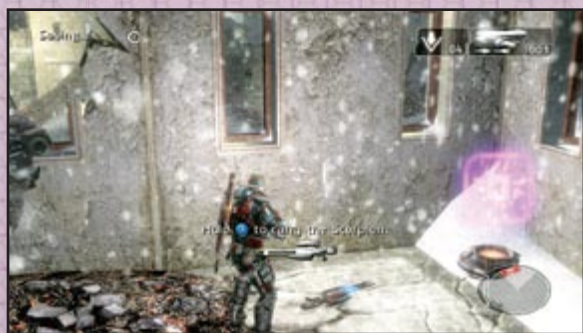


Equip a short- to medium-range weapon and drop from the ruins to the street leading to the Dreadnought. Raptors and Dragoons rush you from either side of the ruined structure in the center of the street. Use grenades to halt their advance and take them out with a machinegun or shotgun.

TIP

Your Entrencher Stomp is a perfect weapon if an enemy invades your personal space.

DATA CELL



A Data Cell sits in the ruins of the last building along the center of the street.

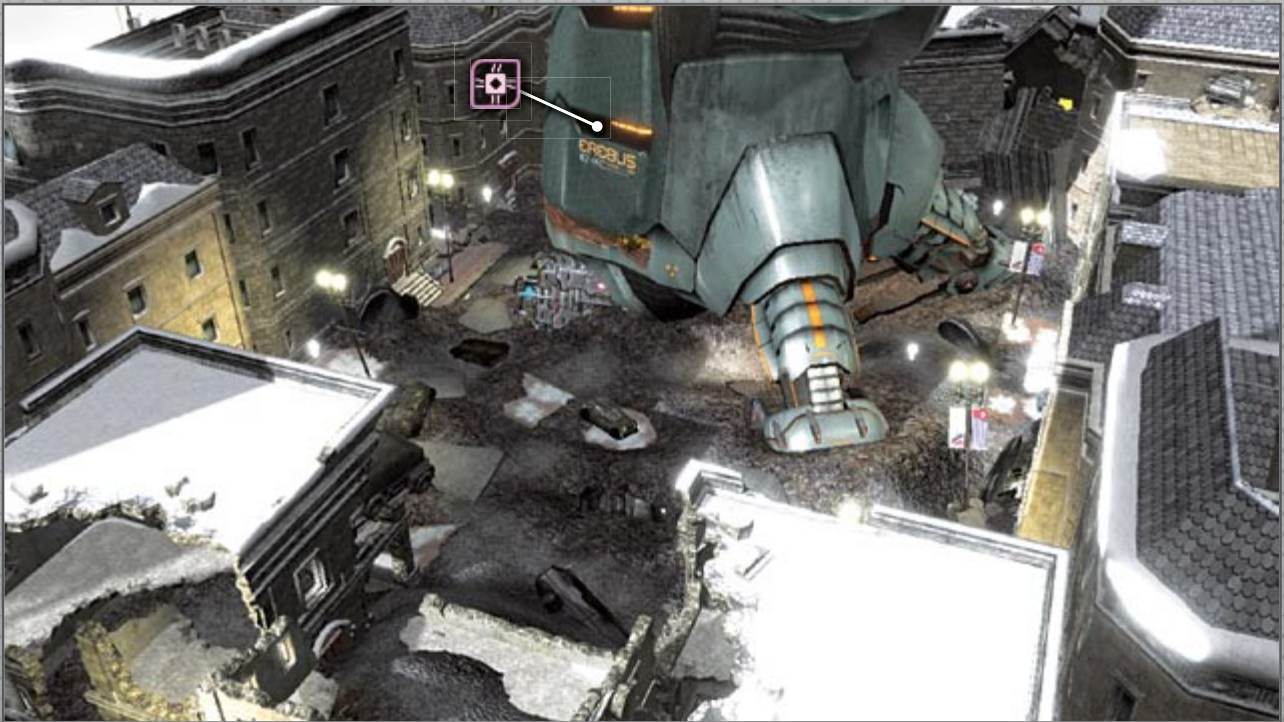


Move onto the ruined second floor of the last building on the center of the street. Grab the Scorpion sniper rifle to engage the Raptors who have taken up residence on the upper floors of the distant buildings. Throw grenades from your elevated position to destroy any enemies who approach your location from street-level. The ruins also contain a Mole Mine Launcher, perfect for dealing with the Hydra bouncing around the street ahead.



Breach the ruins at the end of the street and come to the Dreadnought. Two Hydras, five Dragoons, and four Raptors guard the Dreadfoot. Do not hop down to street level; instead, remain within the cover of the ruins and

engage the Pacifican force at your own pace. The best place from which to mount your attack is the ground floor of the far left building. Using the Black Widow, lob explosive rounds from behind cover. When you've sufficiently whittled away the majority of the Pacifican defenders, break cover and take the stragglers on head-to-head.



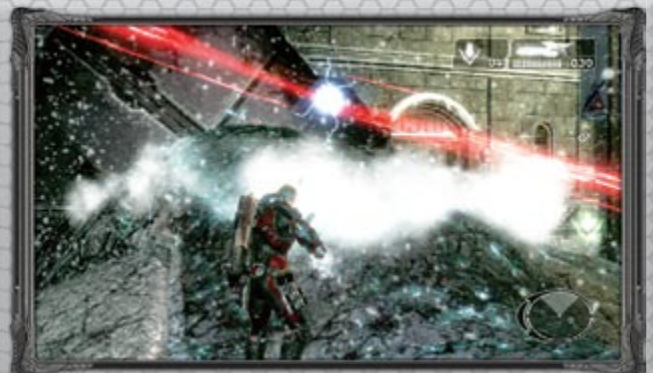
CAUTION

Avoid the wide-open top floor or the Hydra's rockets will make short work of you.

DATA CELLS

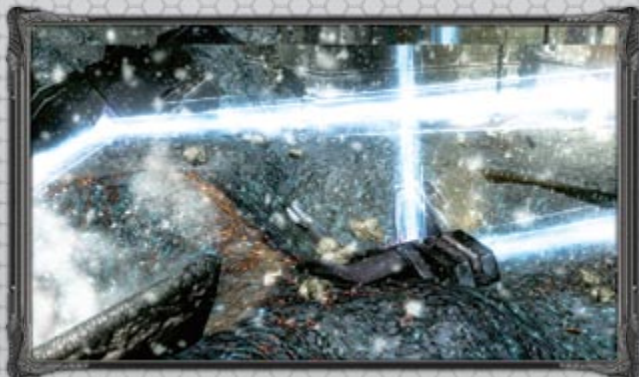


Before approaching the Dreadfoot, grab the two Data Cells that sit in houses on either side of the objective marker.



Now you need to bring the Dreadnought defenses down by relaying the two beams on either side of the foot. To successfully redirect the left beam, raise the terrain near the piece of debris and lower the terrain near the buried dropship.

Data Cells: 99 of 100



To successfully redirect the right beam, raise the terrain beneath the two pieces of debris.



When its defenses are down, enter the Dreadnought. Equip a weapon that packs a punch to defeat the Sherman and the rest of the Pacifican defenders.

DATA CELL



A Data Cell sits inside the Dreadfoot.



When the coast is clear, throw a grenade into the Dreadnought's exposed core. The resulting chain reaction brings an end to the Dreadnought's malevolent cross-country reign of destruction. However, the war is not over: one more battle is left to fight.

General Sheridan injects Lawrence with a dose of XP-61 and escapes. Mariko stays to care for the injured Colonel, leaving you to pursue the escapee.



Sheridan Battle

With Col. Lawrence down, the final battle has become personal. However, with the shocking transformation of Sheridan, the proponents of genetic augmentation and those of cybernetic enhancement have their champion. The winner will decide the fate of the divided states and perhaps, the entire world.

New Weapons: None

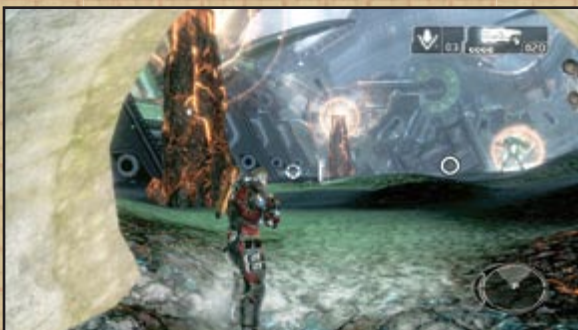
Data Cells: 0

Augmentation(s) Granted: None

New Enemies: Gen. Sheridan



GENERAL SHERIDAN



To reach Sheridan, subsonic the ground and climb through three pipes. Grab the Black Widow before entering the third pipe. The battlefield is punctuated by several pulsing spikes that feed energy to the mutated general. Approach Sheridan to begin the battle. Sheridan has taken the form of a Bolla, so you should be painfully familiar with the tactics necessary to emerge victorious. However, there are a few new wrinkles to iron out.



Creepers spawn continuously throughout the battle, so use your Entrencher Stomp to deal with them as they appear. Don't underestimate them—one direct hit deprives you of your shields, leaving you extremely vulnerable to further attack.



Each time you hurt Sheridan by fully damaging one of his weak spots, he summons energy spikes from the ground to replenish his health. Use the Black Widow to quickly destroy them all or he'll heal back to full strength.



Engage Sheridan from medium range: not too close to be damaged by his ground-pounding and not too far away to incite his rush attack. At the correct distance, you'll be able to fire at him while sidestepping the occasional Rhino projectile.



Sheridan may call upon Hydras to assist him but your primary focus should be on putting the General down as quickly as possible. All other concerns are secondary.



Here's a quick refresher course on the Bolla's attacks: up close, it slams the ground with its foot or fist, sending a shock wave in all directions. It damages your shields but also hurts any Creepers caught in its wake. At mid-range, it fires a highly charged boulder that has rudimentary homing abilities. Dodge it at all costs or you'll be left without shields. The Bolla gets lonely if you stray too far and attempts to close the distance very quickly. Entrencher Jump to avoid the brute and then quickly turn and target the weak spot on its back.



After a lengthy battle, Sheridan falls, and with him, the hopes of the Pacifican rebels. Victory comes with a heavy

price however, as the venerable Col. Lawrence has succumbed to his wounds. Moreover, the fracture that has so violently divided east from west has now spread, and more countries have begun taking sides.

Multiplayer Mayhem

Fracture offers eight multiplayer maps and eight multiplayer game modes that pit the Alliance against the Pacificans in team-only or free-for-all battles. If you've played the single-player campaign, then you'll be well prepared to jump right into the action, but be warned: multiplayer battles differ from the encounters you've faced thus far and multiplayer battlefields boast unique features not found in the solo campaign. Knowing is half the battle, so familiarize yourself with this chapter and you'll have an advantage over those less informed.

MANY THANKS!

This chapter would not have been possible without the generous support of the *Fracture* Multiplayer Test Team. Skilled enough to turn the Black Widow into a devastating long-range sniper rifle and playful enough to pepper my avatar with sticky rounds while I was AFK (only to detonate them after I returned), these guys, and gal, deserve heaps of praise ... and perhaps a little payback on launch day.

Seth Benton—QA Lead Tester

Adam Smith—Assistant QA
Lead Tester

Tameem Amini

Josh Best

Luis Buenaventura

Mike Bradley

Meghan Collins

Brandon Cox

Brian Effinger

Jon Harabko

Zach Heimbuch

Alex Mallin

Kiernan McDonough

Brian Meinders

Shavant Thomas

Robert Valentine

Jason Wynne

WEAPONS

Fighting against other players is significantly more difficult than fighting the non-player characters in the solo campaign. Weapons that are effective in single-player mode may not be effective in multiplayer mode and vice-versa. Or, weapons might have different uses altogether. This section details each weapon's strengths and weaknesses when employed in multiplayer battles.

Before we get started, it is important to note that some weapon crates are emptied when a weapon is taken and are only restocked when the soldier carrying that weapon discards it or dies.

NOTE

Read the **Armament** chapter to get acquainted with weapon basics, as this section assumes you have a good understanding of the different weapons in *Fracture*.

BULLDOG RIFLE



The Bulldog is your default weapon. It takes many direct hits to dispatch an enemy with the standard issue, so ditch it as soon as possible for a better weapon. If you are stuck with it, soften up enemies with grenades before peppering them with Bulldog fire.

PACIFICAN SMG

The Pacifican SMG isn't found in multiplayer mode.

RAPTOR RIFLE



Although arguably the best all-around weapon in the solo campaign, the Raptor is far less effective in multiplayer battles. This is primarily due to the number of jumping enemies in multiplayer battles and the difficulty inherent in targeting them. However, it is good on maps with high ground like Western District, Burning Divide and Fort Point. And it is always a better choice than the Bulldog.

INVADER SHOTGUN



The Invader is highly effective in multiplayer and even bests the Bulldog for damage output at medium range. Obviously, it is great in close quarters, but it's also a solid pick for Kingmaker, Break-In, and Excavation games. Kingmaker and Break-In feature tightly packed groups of enemies, and Excavation features spikes that are easily brought down by the Invader's powerful shells.

IFR-19 CATAPULT RIFLE



The Catapult allows you to fire four successive rounds and manually detonate them in sequence. They also detonate automatically if they strike a player. The projectiles are slow-moving and must be detonated manually, so you are susceptible to attack while firing. However, the Catapult shines when attacking a base or fighting in an enclosed space, as the discs bounce around corners and off ceilings and other objects.

RHINO WEAPON



The Rhino is a bit more useful in multiplayer battles but is generally more fun than effective. Because the energized boulders don't distinguish between teams while seeking out characters, they are capable of killing your teammates just as easily as your enemies. See the box below for a fun minigame involving the Rhino.

BOWLDERDASH

Bowlderdash is a fun minigame that the folks in the multiplayer lab invented. To create the playing field, lower the terrain to form a giant bowl. Next, have all players but one take positions at the bottom of the bowl. Finally, have one player fire Rhino rounds down the sides of the bowl. The last soldier left standing wins! Oh, and you must rely on your agility to win, so terrain deformation, Entrencher Jumping, meleeing, or shooting other players is prohibited.



LODESTONE RIFLE

Like the Pacifican SMG, the Lodestone Rifle didn't make the multiplayer cut.

MOLE MINE LAUNCHER



The Mole Mine launcher requires creativity and self-control to use effectively. Use it wisely and you'll kill a lot of enemies; use it poorly and you'll kill a lot of friends! The reason is that the mines burrow underground and detonate when a friend or a foe travels nearby. But it's the burrowing ability that makes the mine launcher so effective. On base defense, drop

mines around the flag to deter thieves—just make sure you warn your teammates. When providing cover fire for the flag carrier, drop mines behind you to slow down pursuing enemies.

NOTE

The mines are active for up to 60 seconds, even after you die! So it's possible to rack up points from the grave.

ST-4 TORPEDO LAUNCHER



In multiplayer battles, expert ST-4 users will employ the launcher as artillery. Instead of firing the rounds at the ground, aim them skyward and detonate them just above jumping enemies. The resulting splash damage is capable of taking out multiple combatants.

UG-V BLACK WIDOW



The Black Widow, like the Mole Mine Launcher, requires creativity to utilize it successfully. During Break-In and CTF matches, drop the explosives near objectives and wait until enemies approach before detonating them. And like the ST-4, the Black Widow can be used as a flak cannon to take out Entrencher Jumpers. Just detonate the rounds before they hit the ground.

You cannot detonate grenades while fighting with your secondary weapon, however, you can switch back to the Black Widow at any time to detonate the grenades. So, drop the grenades near the flag or objective and switch to a second weapon to engage enemies. Then, when you hear "The Pacifican/Alliance flag has been captured," quickly switch back to the Black Widow and detonate the grenades. If you placed them correctly, the flag carrier won't get very far.

SCORPION SNIPER RIFLE



The multiplayer mayhem in *Fracture* generally revolves around explosive weapons, but snipers will always find a nice spot upon which to settle down and practice their craft. And that's very bad news for the rest of us because a skilled sniper is always a threat. Positioning is all-important, so find a place far away from the action to more easily pick off Entrencher Jumpers. A good spot should also be very difficult to reach or you'll be caught unaware by very angry opponents with a few bullets to return. The good news for snipers is that any direct hit above the waist, but not including the shoulders, is a one-shot kill. Therefore, veteran snipers aim for the small of the back because they can miss a bit high or low and still notch a kill.

BANGALORE ROCKET LAUNCHER



Connecting with a Bangalore rocket against a jumping opponent is as difficult as it is deadly. Instead, rely on the rocket's splash damage to take him out by aiming where the enemy will land. Deal with nearby opponents by Entrencher Jumping and aiming between your legs at the ground close the enemy. It takes a little time and a few suicides to get used to doing this, but master it and the range limitations of the Bangalore will be nullified.

ALM-37 DEEP FREEZE



The ALM-37 is one of the best all-around weapons in the game for many reasons. Aside from its ability to freeze opponents and leave them completely vulnerable to further damage, it has many other tactical uses. Freezing terrain on the multiplayer maps is necessary for both offense and defense. On maps like Biohazard, where environmental deaths are inevitable, the ALM-37 can freeze the terrain, allowing temporary safe passage over hazards. Offensively, you can lower the terrain over a hazard and freeze it, causing almost-instant death to enemies caught in the hazard.

You can also freeze the ground beneath manapults to temporarily disable them. This is especially useful when an opposing flag-carrier is about to use one for a fast getaway.

Finally, grenades have slightly longer fuses when they are thrown on man-made surfaces like concrete, so they take longer to detonate. Freezing the ground mimics this man-made surface, giving you and your allies a little longer to react when under attack.

TIP

If you want to create Pacifican or Alliance popsicles, remember: fire at their feet to allow the splash damage to freeze multiple enemies.

VORTEX GRENADE



As you can imagine, Vortex Grenades are extremely deadly, but they have tactical uses as well. The vortex created by the grenade attracts all objects and weapon projectiles (except rifle rounds), so throwing one between you and your enemies can buy you additional time to escape, especially if you are carrying the flag.

TIP

If you're slowly being sucked into a vortex, crouch and pull the control stick away from the epicenter to give yourself the best chance for survival.

SPIKE GRENADES



In the solo campaign, Spike grenades were primarily used to reach inaccessible places and to raise grates to facilitate entry. They retain this basic functionality in the multiplayer game modes as well, but can also be used more strategically. For example, in Area 52, you can raise the base's gate to provide a clear line of sight for your snipers. In Excavation mode, surround your control spikes with regular spikes so enemies have a more difficult time getting to and lowering the control point. In base defense, place spikes to cut off lines of travel and slow the infiltrators' progress.

TECTONIC AND SUBSONIC GRENADES



These grenades should never sit in your inventory for too long. Use them to damage enemies and to deform the terrain. There is nothing like a well-thrown grenade to weaken or kill multiple enemies, especially in the Kingmaker and Break-In game modes.

TIP

Flag carriers cannot fire weapons, but they can throw grenades. So before you nab the flag, stock up on grenades.

STRENGTH, STOMP, AND SHIELD AUGMENTATIONS

By default, everyone begins multiplayer matches with the Entrencher Jump augmentation. The strength, Stomp and shield augmentations must be found before they can be equipped. Once you get close enough to an augmentation crate—they look similar to Data Cells—the augmentation will be uploaded to your suit automatically.



MOVEMENT

Moving quickly and efficiently is the foundation for success in multiplayer matches. The faster you move, both vertically and horizontally, the more difficult you are to hit. There are two additions to multiplayer maps not found in the solo campaign, manapults and steam vents.

MANAPULTS



Manapults are mechanisms that launch players into the air, allowing them to cover ground very rapidly. To use one, stand on the arm of the device and use your Entrencher to raise the ground beneath the fulcrum. While in the air, control is limited, but slight speed and trajectory adjustments are still possible. Manapults can be used to reach otherwise-inaccessible areas, to avoid environmental hazards, to quickly infiltrate enemy bases and to make a quick getaway. However, opponents can temporarily disable manapults by freezing the ground beneath them with the ALM-37—a great stalling tactic to slow down opposing flag carriers!

STEAM VENTS



Steam vents launch players vertically onto the air, making it easier to reach high areas. To activate a steam vent, look for the telltale wisp of steam and then use your Entrencher to lower the ground beneath it. Once you uncover the vent, move on top of it and the geyser of air will propel you upward. Like the manapult, control is limited in the air, but you can still alter your trajectory by a small amount. To discourage opponents from using the vents, freeze the ground beneath the wisps of steam to temporarily impede efforts to reach the actual vent. If you have the Mole Mine Launcher, exact a toll from would-be travelers by setting mines around the vent. They may soon decide the toll is too steep and find an alternate route.

ENTRENCHER JUMPING



If you wish to survive for any length of time, you must continually Entrencher Jump to make yourself a harder target to hit. This is especially true a few minutes into any match, as the severely deformed terrain makes land-based movement extremely difficult and slow.

Also, use the control stick in midair to vary your inertia and trajectory to make it difficult for enemies to predict where you'll land. Being in the air for the majority of the time means leaning how to fight on the fly, literally. It'll take some time to adjust, but once you master it, you'll transform from a novice target to a seasoned predator.

ENVIRONMENTAL HAZARDS

Hazards like XP-61 and lava are not just level decorations in the multiplayer maps—they are an integral part of the gameplay experience.

Oftentimes, control points and objectives reside over the hazards, creating chaos and a lot of fun! The green, toxic XP-61 streams and the molten lava both cause near-instantaneous death if you touch them, so you must first raise the terrain to traverse the hazards.

If you plan on hanging around for awhile, freeze the raised terrain with the ALM-37; it slows the erosion of the raised terrain and stops opponents from using their Entrenchers and Subsonic grenades to remove the ground beneath your feet. Likewise, if you come across an enemy struggling to keep a little ground between him and a painful death, by all means, speed up his departure by lowering the ground for him!



MULTIPLAYER GAME MODES

BREAK-IN



In Break-In mode, you attempt to occupy a specific area within the opposing team's base to score points.

They, of course, are attempting to do the same in your base. In a contested match, no points are scored if both teams occupy the control point in their opponent's base. Therefore, team coordination is the key to victory. You must excel at both offense and defense to win the day. Most importantly, there is no

"force-of-numbers" bonus in Break-In, meaning that you do not receive bonus points for having more than one teammate occupying the control point. Tactically, that means that only one soldier should occupy the control point and the rest of the advance team should provide cover for the vulnerable point person.

CAPTURE THE FLAG



You know it; you love it. Infiltrate the enemy base, grab the flag, and return it to your base. The flag

carrier is limited to using grenades and to melee combat, so allow him to concentrate on running for his life by doing the fighting for him. One important note, by default, "Classic Mode" is "Off" which means that a team *can* score even if their flag is missing. Most players will want to turn Classic Mode "On" to ensure that the most well-balanced team will prevail.

TIP

Grab a ranged weapon and find an elevated position with good sight lines over the battlefield. Then, concentrate on taking down enemy spikes as soon as they are raised. To defend against this tactic, raise regular spikes around the control spike to temporarily block ranged-weapon fire.

NOTE

If the "Suicide Penalty" is "On," every suicide will cost your team the specified number of flag captures! Beginners may want to disable the Suicide Penalty altogether.

The map Solar Winds includes only three spike locations, regardless of population.

SINGLE-FLAG CTF



A variant of traditional Capture the Flag, Single-Flag CTF does away with two flags and instead places only

one flag that both teams must fight to capture. You can be sure that the area around the flag will be the epicenter of the battle, but don't discount crafty players waiting in the opponents' base to spoil their triumphant return.

EXCAVATION



The object of Excavation is to raise spikes to earn points. The longer a spike is raised, the more points are

earned. In a high-population game (eight or more players), there are five spikes on each map (with the exception of Urban Decay and Biohazard, which have six spikes). In a low-population game (less than eight players), three spikes appear on each map.

To raise a spike, approach one of the control points and lower the terrain. Stand atop the glowing area for a few seconds and a spike will emerge. Protect the spike to score points. Just as important as raising spikes is destroying enemy spikes. As in other team-only games, a well-balanced and coordinated team is necessary to prevail.

FREE-FOR-ALL/TEAM FREE-FOR-ALL



Kill or be killed in this classic deathmatch. You can set the point limit, the time limit, or both. Visit the "Additional Options" menu

to set the "Suicide Penalty." It determines how many points, if any, are deducted for each suicide.

KINGMAKER/TEAM KINGMAKER



Kingmaker can be played as a free-for-all (Kingmaker) or in teams (Team Kingmaker). Much like Break-In,

in Kingmaker you fight to occupy the control zone and you score points the longer you hold it. Unlike Break-In, there is a force-of-numbers bonus, meaning that the more people who occupy the control zone (Team Kingmaker only), the more of a bonus you earn. Therefore it pays to pack your teammates into the zone. However, a tightly packed group is fodder for a well-placed grenade or explosive round, so find a balance between scoring and defending.

ANASAZI

Map suitable to all play styles—ranged, close-quarters, defensive—or offensive-minded.



LEGEND

Yellow weapons are High Population only
Yellow lines indicate Low Population boundaries

Raptor	Bangalore	Tectonic/Subsonic/Spike Grenade combo	Pacifcan flag
Black-Widow	Invader	Low/High population excavation point	Single flag
Scorpion	Mole Mine Launcher	High population excavation point	Manapult
IFR-19 "Catapult"	Rhino	Alliance flag	Strength augmentation
ALM-37 "Deep Freeze"	Vortex Grenade		Stomp augmentation
ST-4 "Torpedo"	Spike Grenade		Shield augmentation



The manapults on this level make covering long distances very easy. Use them to both enter and escape your opponent's base.



Pacificans should spike the large gate to provide your snipers an open view of the battlefield. Destroy it when your base is being overrun.



Raise and lower the terrain below the bridge supports to enable or disable travel on the elevated walkways.

AREA 52

A great map for beginners. The layout is symmetrical to mitigate confusion and there are ample weapons within close proximity to each base.



Yellow weapons are High Population only

LEGEND

RAP Raptor	BAN Bangalore	GRE Tectonic/Subsonic/Spike Grenade combo	★ Pacifian flag
BW Black-Widow	INV Invader	■ Low/High population excavation point	★ Single flag
SC Scorpion	MML Mole Mine Launcher	● High population excavation point	■ Manapult
IFR IFR-19 "Catapult"	RHI Rhino	★ Alliance flag	■ Strength augmentation
ALM ALM-37 "Deep Freeze"	VG Vortex Grenade		■ Stomp augmentation
ST4 ST-4 "Torpedo"	SPG Spike Grenade		■ Shield augmentation



Connect the control plug to activate the light bridge and reach the ALM-37 and Stomp augmentation.



Lower the terrain at either bunker to reach a Bangalore and to facilitate a sneaky entry into the opposing team's base.



You don't have to wander far to find a weapon. If the ones in your base are gone, check the nearby bunkers for a Black Widow and a Bangalore.

BIOHAZARD

High perches, open areas, and tight quarters make this a map for everyone to enjoy.



LEGEND

Yellow weapons are High Population only
Yellow lines indicate Low Population boundaries

RAP Raptor

BW Black-Widow

SC Scorpion

IFR IFR-19 "Catapult"

ALM ALM-37 "Deep Freeze"

ST4 ST-4 "Torpedo"

BAN Bangalore

INV Invader

MML Mole Mine Launcher

RHI Rhino

VG Vortex Grenade

SPG Spike Grenade

GRE Tectonic/Subsonic/Spike Grenade combo

Low/High population excavation point

High population excavation point

Alliance flag

★ Pacifican flag

★ Single flag

Manapult

Strength augmentation

Stomp augmentation

Shield augmentation



Flags and control points reside on a platform that floats on a lake of XP-61. Attackers should raise and freeze the terrain to grab the flag or rack up points, and defenders should lower the terrain to give enemies a toxic bath.



Manapult to the shield augmentation that resides in this high tower.



Manapult onto the main support strut and move to the rim of the dome. From there you can snag the Scorpion Sniper Rifle and the Vortex grenade. A lot of damage can be dealt from your high vantage point, but be careful; there is very little cover.

BURNING DIVIDE

Pacifican and Alliance troops square off on either side of a lava flow. To make matters more interesting, an excavation point and the single flag (in a Single-Flag CTF match) are located on a small area of terrain within the flow.



LEGEND

Yellow weapons are High Population only
Yellow lines indicate Low Population boundaries

RAP Raptor	BAN Bangalore	GRE Tectonic/Subsonic/Spike Grenade combo	★ Pacifican flag
BW Black-Widow	INV Invader	■ Low/High population excavation point	★ Single flag
SC Scorpion	MML Mole Mine Launcher	● High population excavation point	■ Manapult
IFR IFR-19 "Catapult"	RH Rhino	★ Alliance flag	■ Strength augmentation
ALM ALM-37 "Deep Freeze"	VG Vortex Grenade		■ Stomp augmentation
ST4 ST-4 "Torpedo"	SPG Spike Grenade		■ Shield augmentation



This highly contested area is located in the middle of the lava stream. Getting to the control point or flag is hard enough, holding the point or escaping with the flag is far more difficult!



Steam vents hurl players high into the air. To activate one, fully lower the terrain beneath the smoke and then step over the exposed vent.



Two towers overlook the chasm on either side. Fire at their bases to topple them and create a bridge over troubled lava. To make the bridge impassable, raise the ground beneath one of the concrete blocks that sits in front of each tower's base.

FORT POINT

Ruins provide ample cover for cautious adventurers, and the walled central area is a perfect arena for those who crave chaos and non-stop action.



LEGEND

RAP Raptor	BAN Bangalore	GRE Tectonic/Subsonic/Spike Grenade combo	★ Pacifan flag
BW Black-Widow	INV Invader	■ Low/High population excavation point	☆ Single flag
SC Scorpion	MML Mole Mine Launcher	● High population excavation point	■ Manapult
IFR IFR-19 "Catapult"	RHI Rhino	★ Alliance flag	■ Strength augmentation
ALM ALM-37 "Deep Freeze"	VG Vortex Grenade		■ Stomp augmentation
ST4 ST-4 "Torpedo"	SPG Spike Grenade		■ Shield augmentation



Grab a Scorpion and a Black Widow and take refuge on the ridgeline behind your base. Snipe the enemies as they approach and if they infiltrate your base, lob grenades into the ceiling's opening.



Lower the terrain behind the crashed dropship and grab the highly sought ALM-37 from its hull.



Use a Spike grenade to raise the grate and claim the ALM-37 as your reward.

SOLAR WINDS

This map provides a nice balance between open and close-quarters combat. The interior of the Pacifican base has low ceilings, so evasive maneuvering is difficult. The Alliance base consists mainly of an open courtyard, so expect defenders to be armed with explosive weapons.



LEGEND

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Black Widow	Invader	Low/High population excavation point	Single flag
Scorpion	Mole Mine Launcher	High population excavation point	Manapult
IFR-19 "Catapult"	Rhino	Alliance flag	Strength augmentation
ALM-37 "Deep Freeze"	Vortex Grenade		Stomp augmentation
ST-4 "Torpedo"	Spike Grenade		Shield augmentation



Solar Winds is a perfect training ground for novice snipers to hone their craft. Simply aim down the long solar-paneled corridor and fire away. Teams can defend against snipers by raising terrain at their entrance to the corridor.



Contact with the pink energy field is hazardous to your health; don't tread upon it and don't be forced into it from below. The moving energy conduit temporarily deactivates portions of the shield as it passes overhead.



A narrow underground passageway leads into the middle of the energy corridor from each base. Bring an Invader if you want to be effective in the tunnels, or use your Entrencher to crush opponents against the low ceiling.

URBAN DECAY

The burned-out buildings, broken walkways, and recessed central area make Urban Decay a great map for the explosive-weapons experts among you. Furthermore, the high areas provide unobstructed sight lines—a great benefit to the aspiring sniper.



LEGEND

Yellow weapons are High Population only
Yellow lines indicate Low Population boundaries

RAP Raptor	BAN Bangalore	GRE Tectonic/Subsonic/Spike Grenade combo	★ Pacifican flag
BW Black-Widow	INV Invader	■ Low/High population excavation point	☆ Single flag
SC Scorpion	MML Mole Mine Launcher	● High population excavation point	■ Manapult
IFR IFR-19 "Catapult"	RHI Rhino	☆ Alliance flag	■ Strength augmentation
ALM ALM-37 "Deep Freeze"	VG Vortex Grenade		■ Stomp augmentation
ST4 ST-4 "Torpedo"	SPG Spike Grenade		■ Shield augmentation



The central valley will be a main point of contention and very chaotic. Troops can let loose grenades, rockets, and Black-Widow rounds from higher ground while combatants fight in close quarters on the valley floor.



The outer alleyway provides perfect sight lines for long-range soldiers.



Look high and low for powerful weapons and augmentations. They sit on rooftops above broken walkways and are even submerged in this ruined piece of pipe.

WESTERN DISTRICT

The large number of rooftops makes this a great level for Black Widow and Bangalore users. Snipers should set up at the ends of the perpendicular roads for good line of sight.



LEGEND

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RAP Rapto	BAN Bangalore	GRE Tectonic/Subsonic/Spike Grenade combo	★ Pacifican flag
BW Black Widow	INV Invader	Low/High population excavation point	★ Single flag
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ALM ALM-37 "Deep Freeze"	VG Vortex Grenade		Stomp augmentation
ST4 ST-4 "Torpedo"	SPG Spike Grenade		Shield augmentation



Two energy shields block troops from crossing easily into the opponents' base. Lower the terrain below the power conduits to disable the shields.



Take to the rooftops with explosive weapons and rain fire on the unprotected troops below.



Snipers have open views, but the rooftops are easy to reach, so cover is scarce.

XBOX Achievements

SINGLE-PLAYER CAMPAIGN

Name	Description	Points
Complete Act 1	Complete Act 1 on Casual or Standard difficulty	20
Complete Act 2	Complete Act 2 on Casual or Standard difficulty	25
Complete Act 3	Complete Act 3 on Casual or Standard difficulty	30
Complete Act 1 on Hard	Complete Act 1 on Hardcore difficulty	20
Complete Act 2 on Hard	Complete Act 2 on Hardcore difficulty	25
Complete Act 3 on Hard	Complete Act 3 on Hardcore difficulty	30
Complete the Tutorial	Complete the tutorial	20

TERRAIN DEFORMATION

Name	Description	Points
Von Helsing	Crush an enemy to death with a spike	25
Open Sesame	Successfully open a gate or grate for the first time in single-player	25
Zap!	Successfully block (or unblock) an energy beam for the first time in single-player	25
Clap On/Clap Off	Successfully use a terrain deformation switch for the first time in single-player	25
Combat Engineer	Successfully raise or lower a bridge for the first time in single-player	25
Han Shoots First	Kill an enemy with an energy beam by redirecting it with terrain deformation in single player	25
Use the Force ... Field	Kill an enemy by pushing them into (or otherwise putting them in contact with) a shield with terrain deformation	25

EXPLORATION

Name	Description	Points
Collect a Data Cell	Collect a Data Cell	5
Collect 35 Data Cells	Collect 35 Data Cells	35
Collect all 100 Data Cells	Collect all 100 Data Cells	60

COMBAT

Name	Description	Points
Deathrace 2161	Accumulate 25 kills running over enemies with the TDV-1 in single-player	15
Dragon's Breath Specialist	Accumulate 25 kills with the Dragon's Breath across single-player and multiplayer	15
Mole Mine Specialist	Accumulate 25 kills with the Mole Mine across single-player and multiplayer	15
Rhino Specialist	Accumulate 25 kills with the Rhino across single-player and multiplayer	15
Invader Specialist	Accumulate 50 kills with the Invader Shotgun across single-player and multiplayer	15

COMBAT

Name	Description	Points
ST-4 Torpedo Launcher Specialist	Accumulate 50 kills with the ST-4 Torpedo Launcher across single-player and multiplayer	15
Lodestone Specialist	Accumulate 25 kills with the Lodestone Rifle in single-player	15
Raptor Specialist	Accumulate 50 kills with the Raptor Rifle across single-player and multiplayer	15
Deep Freeze Specialist	Accumulate 25 kills with the ALM-37 Deep Freeze across single-player and multiplayer	15
Catapult Specialist	Accumulate 50 kills with the IFR-19 Catapult Rifle across single-player and multiplayer	15
Scorpion Sniper Rifle Specialist	Accumulate 25 kills with the Scorpion Sniper Rifle across single-player and multiplayer	15
Bulldog Specialist	Accumulate 50 kills with the UD-M1 Bulldog Rifle across single-player and multiplayer	15
Pacifican SMG Specialist	Accumulate 50 kills with the Pacifican SMG in single-player	15
Bangalore Specialist	Accumulate 50 kills with the Bangalore Rocket Launcher across single-player and multiplayer	15
Black Widow Specialist	Accumulate 50 kills with the UG-V Black Widow across single-player and multiplayer	15
Dead Aim	Accumulate 25 headshots	15
What Goes Up	Kill five Hydras while they are in midair	25
Pugilist	Melee kill ten enemies in a row	15
Welcome to the Suck	Kill five or more enemies with a single Vortex grenade	15

AUGMENTATION USAGE

Name	Description	Points
Beware of Falling Objects	Kill an enemy player in single-player or multiplayer using the Stomp augmentation	30
Super Soldier	Acquire all augmentations in the game	30

MULTIPLAYER

Name	Description	Points
President of the USA	Accumulate 100 Alliance wins	25
President of the Republic of Pacifica	Accumulate 100 Pacifican wins	25
It's Good to Be King	Win 50 Kingmaker/Team Kingmaker games	15
All Your Base Are Belong to Us	Win 50 Break-In games	15
Gold Plated Shovel	Win 50 Excavation games	15
Standard Bearer	Win 50 CTF games	15
Inductee	Complete one multiplayer game	15
Private	Complete ten multiplayer games	15
Battle-Tested	Complete 100 multiplayer games	15
Corporal	Complete 250 multiplayer games	15
Battle-Hardened	Complete 500 multiplayer games	15
Demolition Expert	Complete 1,500 multiplayer games	15

Data Cell Locations

ACT I

ALCATRAZ

1

pg. 34



Just past the Subsonic grenade container. Lower the terrain in front of the building to reveal it.

ACT I

ALCATRAZ

2

pg. 34



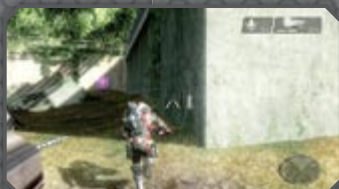
In the courtyard across from the destroyed shed. Lower the terrain beneath a partially closed door.

ACT I

ALCATRAZ

3

pg. 34



Across the courtyard from the garage, just past the destroyed landing platform.

ACT I

ALCATRAZ

4

pg. 35



To the left of the entrance to the landing zone.

ACT I

ALCATRAZ

5

pg. 38



On the second floor of the corridor. Raise the ground in front of the section of broken rail to reach it.

ACT I

ALCATRAZ

6

pg. 38



On the second floor, just below your rooftop vantage point. Drop onto the narrow walkway and nab it.

ACT I

ALCATRAZ

7

pg. 39



Turn left after jumping from the broken prison wall.

ACT I

ALCATRAZ

8

pg. 40



On the second floor of the building behind the ST-4 crate.

ACT I

DROPSHIP DOWN

9

pg. 43



Behind the crashed dropship.

ACT I

DROPSHIP DOWN

10

pg. 44



Atop the roof of the second bunker.

ACT I

DROPSHIP DOWN

11
pg. 45

On the cement walkway, across from the AA bunkers.

ACT I

DROPSHIP DOWN

12
pg. 46

Near the Dragon's Breath turret, high above the ground on a broken platform.

ACT I

DROPSHIP DOWN

13
pg. 46

Hidden in the fortified and elevated catwalk near the bunker entrance.

ACT I

DROPSHIP DOWN

14
pg. 48

Inside the control room, to the right of the entrance.

ACT I

DROPSHIP DOWN

15
pg. 50

In the cargo bay of the crashed ship. Lower the ground in front of the tail section to reach it.

ACT I

DROPSHIP DOWN

16
pg. 50

On the scaffolding above the elevator entrance. Ride a Spike grenade to reach it.

ACT I

CONVEYOR TUNNELS

17
pg. 53

Atop a tower overlooking the chasm. Ride a Spike grenade up to the platform to grab it.

ACT I

CONVEYOR TUNNELS

18
pg. 53

Beneath the conveyor track, near the Bangalore crate.

ACT I

CONVEYOR TUNNELS

19
pg. 53

On an elevated walkway.

ACT I

CONVEYOR TUNNELS

20
pg. 56

Drop off the balcony behind the second interlaced shield.

ACT I

CONVEYOR TUNNELS

21

pg. 57



Place a Spike grenade just to the left of where the lower bridge meets the earthen path. Ride it up to reach the upper bridge and the Data Cell that sits upon it.

ACT I

CONVEYOR TUNNELS

22

pg. 57



Grab the Data Cell on the upper walkway before jumping into a moving conveyor cart.

ACT I

CONVEYOR TUNNELS

23

pg. 58



Hidden behind a stack of metal boxes.

ACT I

CONVEYOR TUNNELS

24

pg. 60



Through the far-left door just before the Hydroball manufacturing room.

ACT I

CONVEYOR TUNNELS

25

pg. 61



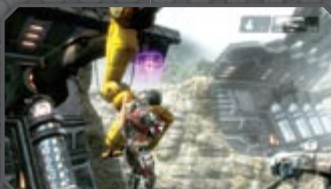
Atop a horizontal concrete support in the ceiling.

ACT I

CONVEYOR TUNNELS

26

pg. 63



On a crane arm, high above the hangar floor.

ACT I

CONVEYOR TUNNELS

27

pg. 63



In plain sight behind the transport.

ACT I

DREADNOUGHT TOWER

28

pg. 65



Underneath the walkway on the right side of the tower.

ACT I

DREADNOUGHT TOWER

29

pg. 66



In the bunker behind the yellow containers.

ACT I

DREADNOUGHT TOWER

30

pg. 67



On a small ledge above the left side of the path.

ACT I

DREADNOUGHT TOWER

#31
pg. 70



Entrencher Jump onto the bunker roof to nab the hidden Data Cell.

ACT I

DREADNOUGHT TOWER

#32
pg. 70

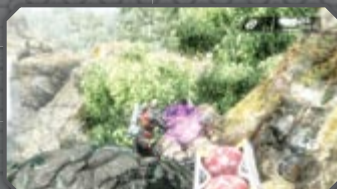


On a ledge below the high walkway.

ACT I

DREADNOUGHT TOWER

#33
pg. 71



At ground level behind the explosive barrels.

ACT I

DREADNOUGHT TOWER

#34
pg. 71



On the roof of the bunker.

ACT I

DREADNOUGHT TOWER

#35
pg. 72



Cleverly hidden underneath the bunker landing pad.

ACT I

DREADNOUGHT TOWER

#36
pg. 72

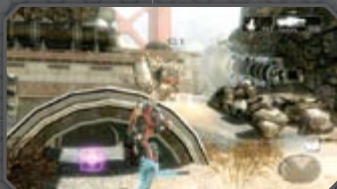


On the left side of the path, just past the Bangalore crate.

ACT I

DREADNOUGHT REVEALED

#37
pg. 74



Lower the terrain in front of the first sunken pipe.

ACT I

DREADNOUGHT REVEALED

#38
pg. 75



On the bridge's support strut.

ACT I

DREADNOUGHT REVEALED

#39
pg. 77



In a small alcove to the left of the cave exit.

ACT I

DREADNOUGHT REVEALED

#40
pg. 77



On the heel of the Dreadfoot.

ACT I

DREADNOUGHT REVEALED

41
pg. 77



In the corner of the area, near the Alliance-occupied ruins.

ACT I

DREADNOUGHT REVEALED

42
pg. 78



On a broken platform in the ruins to the right of the Dreadfoot.

ACT I

DREADNOUGHT REVEALED

43
pg. 78



Hidden behind the ruins.

ACT II

GENETIC RESEARCH BASE

44
pg. 80



Turn around when you exit the dropship to find a Data Cell on the roof of a small structure.

ACT II

GENETIC RESEARCH BASE

45
pg. 81



High above and to the left of the facility entrance.

ACT II

GENETIC RESEARCH BASE

46
pg. 83



On the ground just beyond the walkway. It's obscured by the pipes, so you'll need to duck to see it.

ACT II

GENETIC RESEARCH BASE

47
pg. 83



To the left of the entrance to the communication facility. When you reach the entrance, turn around to find it.

ACT II

GENETIC RESEARCH BASE

48
pg. 84



Once you enter the hallway, turn left.

ACT II

GENETIC RESEARCH BASE

49
pg. 85



On the second floor hallway, opposite the hallway you used to flank the turret.

ACT II

GENETIC RESEARCH BASE

50
pg. 88



Beneath the ramp that leads into the Creeper holding area.

ACT II

GENETIC RESEARCH BASE

#51
pg. 88Near the Vortex
grenade weapon crate.

ACT II

GENETIC RESEARCH BASE

#52
pg. 89Against the cliff wall.
Use the middle platform
to reach it.

ACT II

GENETIC RESEARCH BASE

#53
pg. 90On the walkway to the
left of your starting
position.

ACT II

GENETIC RESEARCH BASE

#54
pg. 90On the platform next
to the Black Widow
weapon crate.

ACT II

GENETIC RESEARCH BASE

#55
pg. 90

In the bunker.

ACT II

RECON

#56
pg. 92On a walkway to the
right of the Creeper-
infested area.

ACT II

RECON

#57
pg. 93Just beyond the river of
XP-61 to the right.

ACT II

RECON

#58
pg. 95

Atop a structure.

ACT II

RECON

#59
pg. 95

On a high walkway.

ACT II

RECON

#60
pg. 96

High above the road.

ACT II

RECON

#61

pg. 96



On a high walkway.

ACT II

RECON

#62

pg. 97



In the ruins of a downed Pacifican aircraft.

ACT II

RECON

#63

pg. 97



Within a small structure.

ACT II

RECON

#64

pg. 97



On a walkway.

ACT II

RECON

#65

pg. 98



Beneath a large metal grate.

ACT II

RECON

#66

pg. 99



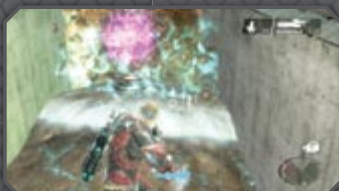
On the stream of XP-61.

ACT II

RECON

#67

pg. 99



At the end of an XP-61 stream.

ACT II

RECON

#68

pg. 101



On top of an elevated walkway.

ACT II

RECON

#69

pg. 101



Above and to the right of the road, just past two sunken pillars.

ACT II

RECON

#70

pg. 101



Atop the ruins of a wall.

ACT II

RECON

#71

pg. 103



On top of a platform.

ACT II

RECON

#72

pg. 103



Inside the rubble of a concrete wall.

ACT II

RECON

#73

pg. 105



On a tower platform.

ACT II

RECON

#74

pg. 106



Below and to the left of the upper platform.

ACT II

RECON

#75

pg. 106



Inside the ground floor of the bunker.

ACT III

WASHINGTON D.C. INTRO

#76

pg. 108



On the first floor of the first ruined building.

ACT III

WASHINGTON D.C. INTRO

#77

pg. 108



On the second floor of the second building on the left side of the street.

ACT III

WASHINGTON D.C. INTRO

#78

pg. 109



On the second floor of a burned-out building.

ACT III

WASHINGTON D.C. INTRO

#79

pg. 109



Atop a broken section of walkway.

ACT III

WASHINGTON D.C. INTRO

#80

pg. 110



On the second floor of a building.

ACT III

WASHINGTON D.C. INTRO

#81

pg. 110



On the roof of the building across the street from the exit.

ACT III

WASHINGTON D.C. INTRO

#82

pg. 110



On a back-alley catwalk.

ACT III

WASHINGTON D.C. INTRO

#83

pg. 111



On the third-story catwalk.

ACT III

WASHINGTON D.C. INTRO

#84

pg. 112



In an alcove on the left side of the courtyard.

ACT III

WASHINGTON D.C. INTRO

#85

pg. 112



In an alcove on the right side of the courtyard.

ACT III

GENERATOR BEAMS

#86

pg. 114



On the second floor walkway between the first and second generator rooms.

ACT III

GENERATOR BEAMS

#87

pg. 115



In the second generator room, within a second-floor alcove.

ACT III

GENERATOR BEAMS

#88

pg. 116



On the opposite end of the room from the receptor.

ACT III

GENERATOR BEAMS

#89

pg. 117



Once you enter the generator room with the interlaced shield, move to the other side and backtrack through the left hallway.

ACT III

GENERATOR BEAMS

#90

pg. 117



In a small alcove on the upper level of the generator room.

ACT III

GENERATOR BEAMS

#91

pg. 117



Above the receptor.

ACT III

GENERATOR BEAMS

#92

pg. 119



Beneath the broken walkway.

ACT III

TAKE DOWN THE DREADNOUGHT

#93

pg. 121



In the upper floor of the first ruined building.

ACT III

TAKE DOWN THE DREADNOUGHT

#94

pg. 121



On the second floor of the second ruined building.

ACT III

TAKE DOWN THE DREADNOUGHT

#95

pg. 122



On the second floor of a ruined building.

ACT III

TAKE DOWN THE DREADNOUGHT

#96

pg. 123



On the upper floor of a destroyed building.

ACT III

TAKE DOWN THE DREADNOUGHT

#97

pg. 124



In the ruins of the last building along the center of the street.

ACT III

TAKE DOWN THE DREADNOUGHT

#98

pg. 125



In a building on the left side of the street, just before you reach the Dreadfoot.

ACT III

TAKE DOWN THE DREADNOUGHT

#99

pg. 125



In a building on the right side of the street, just before you reach the Dreadfoot.

ACT III

TAKE DOWN THE DREADNOUGHT

#100

pg. 126



Inside the Dreadfoot.

Weapons Testing

Weapons Testing becomes available on the main menu once you collect 10 Data Cells in the single-player campaign. Weapons Testing is a large playground that allows you to try out the various weapons available in *Fracture* on Pacifican enemies. The more Data Cells you collect in the single-player campaign, the more weapons become available to you in Weapons Testing.

NOTE

There is no penalty for dying in the playground; you simply respawn to continue the fight.

WEAPONS TESTING UNLOCKABLES

Data Cells Collected	Unlockable
10	UD-M1 Bulldog Rifle, Invader Shotgun, Pacifican SMG, Raptor Rifle, Tectonic Grenades, Subsonic Grenades, Spike Grenades, Lodestone Rifle
20	Bangalore, ST-4 Torpedo Launcher
30	UG-V Black-Widow, Vortex Grenades

WEAPONS TESTING UNLOCKABLES

50	Shield Augmentation, Stomp Augmentation, Strength Augmentation
60	ALM-37 Deep Freeze
70	Scorpion Sniper Rifle
80	IFR-19 Catapult Rifle, Mole Mine Launcher
90	Rhino
100	TDV-1

SUMMONING ENEMIES

Enemies are summoned by stepping on red rings. Four red rings are scattered throughout the playground; they allow you to test your skill in different combat situations.



You're in a bunker upon entering the playground, and whenever you respawn after dying. The bunker is a safe place where you can choose your initial weapon loadout. It contains a Bulldog, Raptor, Pacifican



SMG, Bangalore, and Invader weapon crate as well as Subsonic, Tectonic and Spike grenade crates. When you obtain 50 Data Cells, the Shield, Stomp and Strength augmentations appear here; you need only approach the augmentations to acquire them. When you've chosen your weapons, venture out of the bunker.



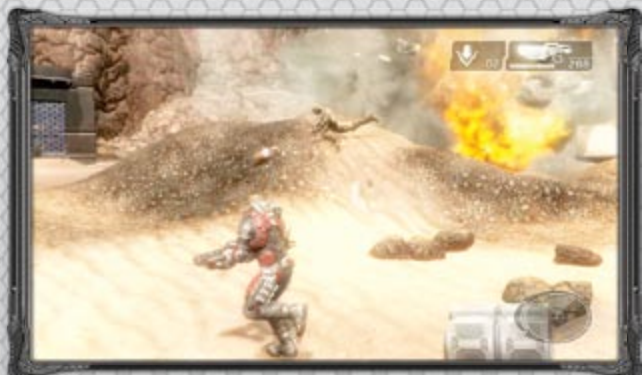
Turn right immediately after exiting the bunker to find a Dragon's Breath turret stationed above the first

of four red rings. Operating the turret summons enemies to the distant ruined structure, so be prepared for a battle as soon as you hop in.



When you've collected 70 Data Cells, Entrencher Jump onto the bunker roof to find the Scorpion Sniper Rifle

and the second red ring. Equip the Scorpion, step on the red light, and immediately move to the front edge of the roof. Target the ruins and take out the Raptors that appear before they reach the bunker.



Another red light sits behind a broken support pillar. Step on it to summon enemies and test your close-range weapon proficiency and combat skills. Use your Entrencher to build cover and be generous with your grenades or risk being overwhelmed.



The fourth and final red light sits high atop a tall platform. It takes a few Entrencher Jumps to reach it

but the payoff is worth it. An ST-4 crate, Black-Widow crate, and Vortex grenade crate sit on the platform, provided you've collected the required number of Data Cells. Enemies spawn in the ruins across from the platform, and although you enjoy a height advantage, the Pacifican Raptors are deadly accurate with their high-powered rifles.

TIP

XBOX 360 players can unlock the weapon specialist achievements by killing the required number of enemies in the playground.



THE CANNON

To drop the interlaced shield that bars entrance into the large structure at the far end of the playground, you need to destroy both of the generators powering it. Fortunately, the playground contains the perfect tool for the job.



Three additional interactive color rings dot the low valley in front of the bunker. Used in conjunction, the rings allow you to load and fire the large cannon located between the TDV-1 garage and the ruins.

The dark blue ring drops crates, containers, and explosive barrels onto the aqua loading ring. When stepping on the dark blue ring fails to provide additional cannon ammo, equip the Lodestone Rifle and draw objects from around the battlefield to the aqua ring.



The yellow ring loads the cannon by transporting anything on or near the aqua ring into the cannon.



Finally, the green ring fires the cannon. Before firing the cannon, use your Entrencher

to aim the cannon at the generators. No need to be precise, the cannon fires projectiles in a wide area. Just tilt it slightly toward the generators and witness the impressive results.



When the interlaced shield has been disabled, move to the back of the large structure to find a small force of Alliance soldiers and valuable weapon crates, including the Rhino,

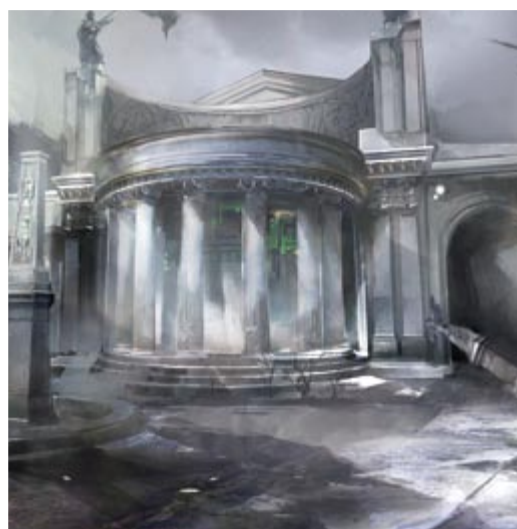


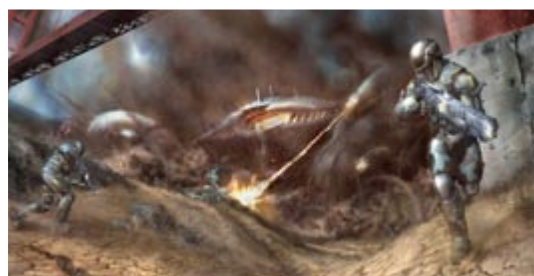
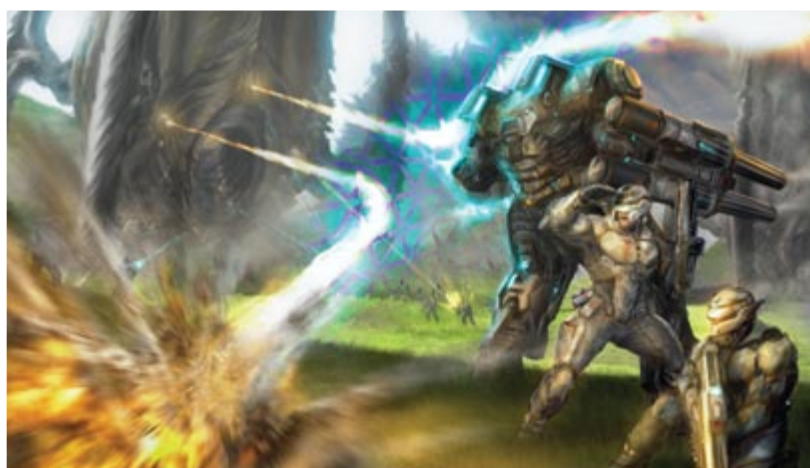
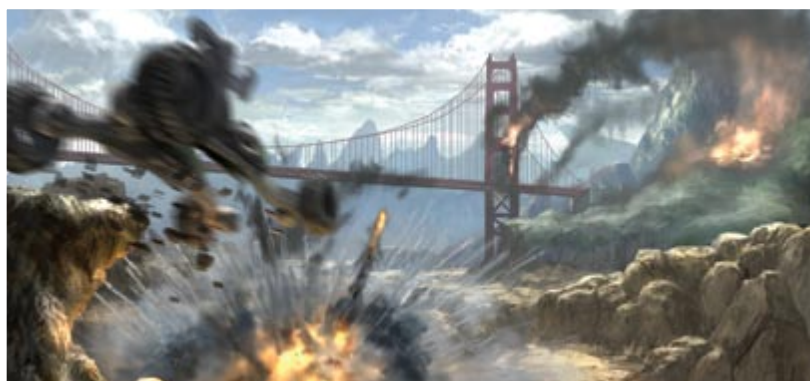
Mole Mine Launcher, IFR-19 Catapult Rifle and the ALM-37 Deep Freeze. The crates aren't there for decoration however. As soon as you reach them, several Shermans crash the party. Equip the powerful weapons and engage the heavily armored Pacifican troops.

RING FUNCTIONS

Color	Function
Red	Summons enemies.
Dark Blue	Summons cannon ammunition.
Yellow	Loads the cannon.
Green	Fires the cannon.
Aqua	Noninteractive. Denotes the cannon loading area.

Concept Art





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